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Fighter*

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June, 1994

Volume 7, Issue 6



**FIRST PIX OF
SUPER NES SUPER
STREET FIGHTER 2!**

NUMBER

59



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EGM!

**BUNGLE IN
THE JUNGLE...**



EGM!

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EGM!

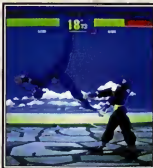
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SUPER STREET FIGHTER II COMES HOME TO FIGHTING FANS EVERYWHERE THIS SUMMER!

EGM has done it once again! We have exclusive pictures of this summer's hottest sequel: Super Street Fighter II for the Super NES! Everything that made the arcade version so spectacular is here.

The four new characters, new special moves, and incredible background effects have been faithfully reproduced in this awesome 32-Meg home edition. Prepare yourself because the best fighting game just got better!



VIRTUA FIGHTER: STEALING THE THUNDER AT THE ARCADES!

128

Sega's new polygon-based fighting game is making an impact among coin-op fans with its realistic fighting techniques and smooth animation. With over 250 moves to master and eight characters to choose from, Virtua Fighter will keep you in its grip.

134

NINTENDO PULLS AHEAD OF THE PACK WITH ITS SECOND FX CHIP-BASED GAME, STUNT RACE FX!

The second game utilizing the powerful FX Chip is Stunt Race FX. This incredible driving game features four cars to choose from and challenging tracks to race them on.

Smooth rendering of the polygon graphics and multiple perspectives mean Stunt Race FX gives you the feeling of sitting in the driver's seat.

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including Stunt Race FX, Double Dragon 5, Fatal Fury Special, Super Bomberman 2, World Heroes 2, and G2!

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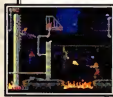
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OUTPOST SEGA

This summer it'll be sun, surf, and Sega. Jump into the fast-paced action of Virtua Racing, Rise of the Dragon, Starquest, Star Trek: TNG, Outrunners, and Shadowrun!

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*F*⁹⁴
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MARVEL
COMICS



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INTERFACE

LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll read it up and hurt (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...

SEND YOUR LETTERS TO...

Interface, Letters to the Editor,
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1920 Highland Avenue, Suite 222,
Lombard, Illinois 60148



LETTER OF THE MONTH!

EGM IS NUMBER ONE IN EUROPE!

It's no big surprise that you guys are the number one magazine for new information. I've always been happy with the cool tricks in the Tricks of the Trade section, the great news from Terry Aki in Japan, and the recent introduction of the International Fact Files. What I have to say might sound strange, but have you guys ever considered a publication outside of the U.S.? I mean, I buy a lot of foreign magazines, namely European and Japanese, and there are plenty of times when I see foreign games in your magazine first. If those guys can't even cover games in their country, yet you guys manage to here in the States, that must certainly mean something. It's just something I've been thinking about lately and I'm sure readers of your magazine in other countries would be thrilled with the idea.

Brad Cuttane
Baltimore, MD

(Ed. Thanks for all of your kind comments, Brad! You may not have known this, but we are already sold in various countries such as England, Canada, and Australia plus we are currently looking toward branching into France and Germany. Our reputation for current information is very well received in these countries, too. In



EGM was selected as the best U.S. mag at the ECTS!

fact, EGM was selected as the magazine to best represent the interests of the U.S. players at the ECTS (European Computer Trade Show)! All mags were considered, but EGM was picked hands down. We consider it a great honor and privilege to be recognized by the game companies and other officials of the industry in Europe! We're not content to stay number one in just the U.S. You see, EGM is planning to open an office in London and there could very well be an EGM Europe in the near future, developed for the European market. Other awards were given to companies such as Atari for the Jaguar as System of the Year and Samurai Shodown by SNK as the Game of the Year.)

AN RPG DILEMMA

Can somebody please tell me what the holdup is with Final Fantasy V? Let me just start by saying that I like RPGs and am quite a fan of the Final Fantasy series. I'm a little disappointed that Japan already has six games in the Final Fantasy series and we only have two here. In an issue about a year ago, you said that Final Fantasy V was supposed to be released here as Final Fantasy III last November! What's the delay? All I hear is a little mention here and there, but I see no sign of it being released soon.

Timothy James
Loveland, CO



Final Fantasy III will be coming to the States before the end of the year!

(Ed. In case you haven't heard the latest word, Square Soft will be releasing Final Fantasy V as a totally separate game from the Final Fantasy series. Since the story line in FF5 is different from the other FFs, and it's much harder too, they chose to market this game toward an older and more experienced gamer. But what about Final Fantasy III, you ask? The Japanese version of Final Fantasy V that was recently released in Japan will become the American version of Final Fantasy III. As for release dates, Square has set FF III for an October release and the other game is set for an early 1995 release.)



WIN A PAIR OF ACCLAIM JOYSTICKS!

The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.

TM SUPER STREET FIGHTER II

WE OWN
THE STREETS
THIS SUMMER.

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SUPER NINTENDO
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OUT OF ALIGNMENT

Whatever happened to paddle-type controllers? It seems that racing game simulators are so much more fun to play with steering wheels, just like the arcades, rather than the cumbersome thumb pads. Games such as *Race Drivin'*, *Virtua Racing*, and *Super Monaco GP II* just aren't done justice with a thumbpad, no matter how great the graphics and sounds are.

Gregory L. Walker
Saginaw, MI



The Sega Wheel offers more versatility for driving games like *Virtua Racing*.

(Ed. Your wish has been granted. Sega will be releasing the *Sega Wheel*, as it is called, around the same time as *Virtua Racing* for the Genesis. The wheel basically replaces the standard pad and gives more of a lifelike feel to the game. As you can see by the picture above, the six buttons are located on the wheel hub and are actuated by your thumbs. Of course, the familiar mode and start buttons are located within easy reach as well. The *Sega Wheel* is primarily targeted for *Virtua Racing* but should work well with other driving games out on the market. For ultimate driving realism, this is it.)

LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!

I wonder how many readers get so angry at games, when they can't pass a certain part, they could scream and/or beat on their system. Most of my friends do. One of my brothers got so mad at his failure on John Madden Football that he threw his (actually my) controller on the floor as hard as he could. Two buttons popped right out. The Genesis controller still works, but now the tape holding the buttons down is messy. The point is I have found a solution to this problem:

Step 1- Right next to you, on the floor, put an old couch cushion or pad you have painted a target on.

Step 2- Make sure you have another pillow handy, preferably the soft, fluffy type.

Step 3- Go find the box your game system came in or, if you can't find it, find a box the right size you prefer and paint a picture of your system or its name on it. Put it right in front of you.

You have now made a "GSPS" (Game System Protection Set). When you think you've been cheated simply remember this pattern. First, you can throw the controller down as hard as you like as long as it hits the target. Second, if you feel like screaming and complaining put the pillow against your face and yell all you wish. Third, you have the box in front of you to kick, punch, mangle, jump on, or whatever. Have you kicked your box today?

Dear EGM,

November 8, 1993

I wonder how many readers get so angry at games when they just can't pass a certain part they could scream and/or beat on their system. Most of my friends do. One of my brothers got so mad at his failure on John Madden Football that he threw his (actually my) controller on the floor as hard as he could. Two buttons popped right out. The Genesis controller still works, but now the tape holding the buttons down is messy. The point is I have found a solution to this problem:

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Michael Trahan

Our psychotic winner this month is Michael Trahan from Tucson, AZ. You've got a great idea there, Michael. Now you can return your floppy pillow to your bed and scream into a lovely EGM T-shirt which is on its way.

A FOOT IN THE GRAVE

I was wondering about my Duo because you say that it's dying. Well, I'm sure I am speaking for Duo owners everywhere when I ask that if the Duo dies, what will happen to us Duo owners? Will we still be able to get old software titles? I mean, all of us Duo owners shelled out \$300 for the Duo and have invested a lot of time and money to buy games for it. If the Duo dies, will we be left with a useless machine?

Ramone Tallarico
Franklinville, NJ

(Ed. T.T.I. has done a complete turn around with their company. After a brief phone conversation, a representative from their public relations firm stated that T.T.I. will not sell or release 16-Bit hardware in the U.S. or Canada. That means they won't sell systems, but warranty work will continue in authorized service centers. As for the games, T.T.I. will release a minimum of six titles through a direct market. More news on this direct ordering policy will be explained next month. As for the future of T.T.I., they are redirecting their efforts toward developing new hardware. Possibly the Iron Man?)

BAD PHOTOCOPY CONTEST!

A new feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800% and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



Here it is! Attempt to find this picture in the magazine, if you can!



In the future, T.T.I. will offer new titles like *Godzilla* through a mail-order system.

Silicon Valley Execs Bag Corporate Life; Will Bring Mind-Bending Technologies to Consumer Gaming

You won't believe this, man. These guys from Silicon Valley have turned and burned from their computer technology jobs so they can take what they learned and bring their own cool stuff to gamers like you! They're called ASG Technologies, technologies being the key operating word!

Video JukeBox for Sega Genesis, SNES, and Atari Jaguar

ASG is calling this the "VJ," for us lazy megagamers. It holds six game carts online, letting you select games effortlessly. And it's *networkable*, so all you need to do is take their cool computer-ribbon cable and connect one VJ to another VJ, and then another, and so on, to hold 12 carts, 18 carts, 24 carts—up to 36 carts! All you do is toggle between games by pressing a button on the control deck. Just turn on your game system and you're wired! The Jukeboxes stack together and look like a stereo system! Just Rack 'Em and Stack 'Em! It even has a side slot to hold those *useless* game manuals you never read. How many clams for this radical VJ? About as many beefcakes as a cart costs!

video JUKEBOX™ VJ

NETWORKED MULTI-CARTRIDGE DOCK



Rack 'em & Stack 'em!

Sega Genesis version of the Video JukeBox shown in photograph.

The IR Deck Universal Remote plus IR Docking Station

For the ultimate lazy couch-gamer, ASG's going to ship an awesome combo universal remote control and infra-red docking station this Fall. This multi-product solution comes with a universal remote control to select carts on your VJ, while controlling your stereo, VCR, TV, and game system. And, ASG will make an IR Docking Station that sits on the coffee table, holding the remote while providing an infra-red link to hold the joysticks you already own. It'll work with *all* your joysticks, so you won't have to go out and buy an IR joystick! The Dock will engage features like *slow-mo* and *rapid fire* on your regular joypads, and runs faster than most IR products! The clams on this baby? Again, about as much as a cart costs!

You want software? Check this out! →

These dudes are Hosenose & Booger. They're twisted, grosser than a snot-dripping pizza, and are going to spit and slobber at you real soon! It's the most *disgusting* game ever created! It takes place inside Hosenose's diseased, deformed body. Booger is a classic: a grunge-rocker-teenage-snot with a *major* attitude! More will be written in the next issue about these clam-hawkers. Stay tuned!

And there's even more. They don't want to say what's really behind their lab doors, but it will *definitely* redesign gaming!

ASG.
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3DO NEEDS RPGs

Honestly, I am not at all surprised the 3DO system's sales are very low. From what I've gathered, they don't even have a single RPG out. With their so-called superior graphics over the other 'game-only' systems currently out, you would think they would have at least one RPG out to show up the competition. As you may have already guessed, I am an RPG junkie. Panasonic is really overlooking a lot of potential buyers with their pricey system. I only hope that Atari doesn't make the same mistake. I read in an earlier magazine of yours that 'we gamers' can fight for the games we want to play. EGM rules!

Chris Collins
Humble, TX



Involving games like *The Incredible Machine* should keep players busy.

(Ed. I completely agree that there should be RPGs for the 3DO. While there aren't any right this minute, developers won't want to miss out on this growing segment of the video game industry. One thing you need to remember is that RPGs take a lot longer to develop and program since they always have long and complex plots. Developers need more time to work out these time-consuming games. Besides, wouldn't you rather wait a little longer to make sure the game is actually worth it? I certainly would. However, there are some games that don't exactly fit into the RPG category but certainly offer plenty of playing time. These games include *Star Control II* and *The Horde* from Crystal Dynamics and *The Incredible Machine* from Dynamix. These types of games offer weeks of game playing time, just like RPGs. It's only a matter of time before RPGs really come on strong for the 3DO, and when they do, you can be sure that we'll be here to give you the scoop on what's hot and what's not.)

S-VIDEO FOR SUPER NES

Recently, I was at a friend's house and we were playing Mega Man X on his Super NES. When the Capcom logo came on the screen, it was clearer than anything I had seen on my TV and I have the same model he does. I asked him how he made the picture so clear and he told me that he bought an S-Video cable that ran from the jacks behind his Super NES to the S-Video jack on the back of his TV. I then asked him where he purchased this cable and he told me about a toy store that sold them. I've been to every branch of this store and none of them seem to have it in stock. I would like to know if you've heard of these cables.

David White
Arvada, CO

(Ed. Sure, we've heard of those cables *David*. You should be able to find them at most stores that carry Nintendo accessories such as cleaning kits and extra power supplies. If that option doesn't turn up anything, try ordering from a mail-order company for results. You can probably expect a higher price, though. S-Video does look great through the newer TVs and is an extremely noticeable improvement over the horrible RF input.)

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Takara has given us a complete set of 12 action figures that we have chosen to give away to a few lucky winners.

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WHAT IF!

Ever had a revelation? OK, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...Major Mike would drop the toad idea and get a real outfit like Sushl-X's?

Mike Collier, Marysville, OH

...Blanka met Baraka and had an ugliness contest?

Phillip Yin, West Covina, CA

...Parents played video games and kids argued that it rotted their minds?

Dave Miller Jr., Tonawanda, NJ

...You combined Barble with the Mutant League games?

Jolanta Bliniek, Chicago, IL

...Goro challenged Kintaro to a thumb wrestling match?

Ben Stinnett, Clarksville, TN

...Quartermann ran out of Gaming Gossip?

Kevin Kurlan, Reseda, CA

...A boxer could stay champion after getting his own game title?

...Barney fell into a tar pit and got hit with a meteor?

Raul Ruiz, Brooklyn, NY

...Kitana's bodyguard cracked Mileena in the knee so she wouldn't compete?

Corey Zolondek, Detroit, MI

...The Saturn came with Virtua Columns?

...Nintendo released an R.O.B. All-Stars?

Nick Boyer, Torrance, CA

...There was a fatality in Mortal Kombat II to kill the Energizer Bunny?

...RoboCop and Terminator were secretly seen in a bar buddies around and having a few drinks?

Michael Cruz, Laurel, MD

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GIVE ME MORE RAM!

I've been playing video games ever since my brother and I had an Atari "Pong" home game attached to the back of an old black and white TV in our room. Since that time, I have had the opportunity to own and play many different game systems ranging from the 8-Bit Nintendo to Atari's 64-Bit Jaguar. While the Jag is awesome, I really enjoy playing my Sega CD. But there is something that I always wondered. Is Sega ever going to come out with a RAM Cart so we Sega CD owners can have more space to save our games? It's gotten to the point where I won't buy any new Sega CD games because I don't have enough free memory to save a lot of new games. I rented Jurassic Park only to find I couldn't save my game. While I like JP, there's no way I'm going to sit down and play it from start to finish in one session.

I'm stuck between a rock and a hard place. I don't want to delete the games I've already saved but I would like to have some new ones. I was told by one mail-order company that the RAM Cart is going to be released at the end of April, but I

haven't seen any advertisements for it in any of the game magazines. Is this true? If not (when, if ever) will Sega release it?

Scott Hunter
San Jose, CA



Sega will finally be bringing out the much needed RAM Cartridge for the Sega CD.

(Ed. What seemed would never become a reality will soon be coming our way. Sega has decided to release the RAM Cartridge for the Sega CD. This handy add-on was released ages ago when the Mega CD first hit the shelves in Japan. Its benefits are quite apparent. Since RPGs and heavy-duty war simulations are all the rage in Japan, naturally the save-game files are quite large, which is where the added memory in the RAM Cartridge comes in. The limited RAM in the Sega CD is precisely the reason Koei, who are also known for their heavy-duty games, couldn't release any Sega CD games for

the Sega CD. Perhaps that can change now. When the cartridge is due to come out is still up in the air but it would be a wise investment for anyone who frequently saves games on their Sega CD.)

GOING THE WRONG WAY

Is it just me or is Nintendo going in the wrong direction? Rather than introduce us Super NES owners to new and exciting game technology, they want us playing Game Boy games on the Super NES. They say we'll be able to add some color, but why? Correct me if I'm wrong, but Nintendo has several hundred 8-Bit games already with color. Why not make a converter for those? That's something the public was pleading for when the Super NES was first introduced. I don't feel adding color to a Game Boy game, which I'm sure will be quite limited, can save its graphics. I say it's three years too late for the wrong system.

Steve Ouderklirk
Ottawa, Ont., Canada

(Ed. It may seem a little late but it will certainly cure the Game Boy's screen curse of blurring when the game moves too fast. Also, why should Nintendo create a converter for NES games when a brand-new NES would end up being cheaper than a converter? Response to this peripheral must be pretty good if Nintendo is going ahead with the project. Only time will tell the success of this idea.)

WHO KNOWS
WHAT EVIL LURKS
IN THE HEARTS
OF MEN?®

SUMMER 1994



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REVIEW CREW

33 GAMES REVIEWED!!!

Super Metroid, Slam Masters, Virtua Racing, Fighter's History, Spike McFang, Soccer Shootout, Eye of the Beholder, Secks the Cat, Aerobiz Supersonic, Star Trek: TNG, Dubba W! Sdz, Mortal Kombat CD, PTU: Operation Europa, Lord of the Rings, Mario Andretti Racing, Mutant League Hockey, Normy's Beach Bobs, 0-Sims, Incredible Machine, 7th Guest, Rodzilla, Champions World Class Soccer, Shadowrun, Sylvester & Tweedy, RBI Baseball '94, Rise of the Dragon, Mega Man VI, Lamborghini Challenge, Side Pocket, Hotel Mario, Zoda's Revenge, C.J. Elephant, Spider-Man / X-Men: Arcades Revenge, The Incredible Hulk

MEET THE REVIEW CREW!



ED SEMRAD

Once again, Ed's come down with a bad case of jet lag after visiting the CSG Show in Osaka and the ECTS in London. He kept busy with an assortment of GG carts.

Current Favorite Games:

Super Metroid, Sonic Drift, Virtua Fighter



DANYON CARPENTER

Danyon has come down with a bad case of 'Metroiditis' after getting his claws on Super Metroid, although he is coming out more now that it's warm enough to go jet skiing.

Current Favorite Games:

Super Metroid, Dragon Ball Z 2, Virtua Racing



AL MANUEL

Al just doesn't know what to do these days. After spending many nights with Super Metroid and NBA Jam, we now know why he falls asleep at his computer.

Current Favorite Games:

Mega Man X; NBA Jam SNES; Super Metroid



SUSHI-X

After eating a bad dish of tempura, Sushi just hasn't been the same. Frequent ramblings of "Finish Him!" and "Shoryuken!" are all we've heard from him.

Current Favorite Games:

SSF II Turbo, Mortal Kombat II, Super Metroid



MIKE WEIGAND

Major Mike has been hooked on Super Metroid ever since he got it from Japan. With 99 percent of the items found, he's going nuts trying to find the last one!

Current Favorite Games:

Art of Fighting 2, Samurai Shodown, Super Metroid

GAME OF THE MONTH

Super NES Nintendo

Super Metroid

Action

Release: Now

Levels: N/A

24 Meg



ED SEMRAD

I was a big time addict to the original, and this game brought back so many good memories for me. The graphics are cool and the plotting is very dramatic. The control is crisp and clear, and the multitude of weapons is a great addition. My only complaint is, for some reason, this game seems a bit smaller. Maybe it's because of the map ... Anyway if you own a Super NES, this is definitely a must-have. It's great!



DANYON CARPENTER

The game the world has been waiting for has finally arrived. The original 8-Bit Metroid was fantastic and this one certainly does it justice. The lengthy quest and sheer number of hidden items, and the great background tunes add up to one wild adventure. The auto map is a cool feature, but can make the game quite easy, unlike the 8-Bit Metroid. Overall, no one should be disappointed with this incredible game.

AL MANUEL

Nintendo pulls out all the stops with quite possibly the greatest action/adventure game ever created! I have never played a more addicting sci-fi game. This is as close to perfection as any game can get. Graphics, impressive music and sound, ultra-cool! Game play is amazing. The combinations of weapons and items Samus can use give the game variety. The multiple endings are also cool! This game is awesome!

SUSHI-X

Yes, it's finally here! As a faithful player of the NES version, I have to admit, this sequel blows it away. It comes back with more power-ups and weapons that will surely be helpful against the creatures and huge bosses that lurk within. As for the maps, you will eventually get lost if you don't keep track of where you're going. Awesome background music and riveting sound effects. Graphics are too cool to miss!



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MAJOR MIKE'S GAME ROUNDUP

EDITORS' CHOICE GOLD

Spike McFang

Bullet Proof / Super NES

A huge adventure game in the same vein as Zelda! The twist is you can pick up partners along the way to help you in your quest. The perspective (angled-overhead) takes a while to get used to, especially the jumps.

9	8	8	8
ED	DANO	AL	SUSHI MIKE

Capcom's Soccer Shootout Capcom / Super NES

This soccer game has all the ingredients of a winner: the graphics are phenomenal, the control is very good, and the Two-player Mode is hours of fun. The sound effects could be punched up a little, though.

8	7	7	7	8
ED	DANO	AL	SUSHI MIKE	

Eye of the Beholder

Capcom / Super NES

For Dungeons & Dragons fans, this game will likely be a dream come true. A highlight of this is 3-D graphics, as are the variety of characters. However, if you aren't an RPG fan, it's doubtful you'll get hooked.

7	7	5	6	6
ED	DANO	AL	SUSHI MIKE	

Socks the Cat

Kaneko / Super NES

What's in a name? Well, take Socks out of the title, and what you have is a cute run-and-jump, claw the enemies game. The animations are cute, and some of the Bosses are very cleverly done (like H. Ross Perot Bpss).

6	5	5	6	7
ED	DANO	AL	SUSHI MIKE	

Aerobiz Supersonic

Koei / Super NES

For fans of this type of game, the sequel to Aerobiz is one that allows you to enter the airline business in several areas (first jets, supersónicos, etc.). This is a different type of game—one geared more toward strategy.

9	8	6	6	7
ED	DANO	AL	SUSHI MIKE	

Super NES Capcom

Slam Masters

Fighting Release: Now

Levels: N/A 24 Meg



The characters might not be as big, but this game is better overall than the arcade version. The control is top-notch, and the Four-player Battle Mode had me spending hours after work bashing my colleagues. I wish there was a double ending when you defeat all the opponents. Slam Masters plays as good as it looks. Some of the moves are really hard to pull off in the middle of a match, but it's worth trying.

For wrestling that's fun, you really can't beat Slam Masters. It's a great translation from the arcade and in many ways, like control, it's very much improved. There aren't a whole lot of special moves, but hey, this isn't exactly Street Fighter here. This game is an absolute riot with four players! As it stands, the game is fun for parties and gatherings, but it's not one I'd want to sit down and play all day.

Capcom releases Slam Masters and it's as good as any other arcade translation—complete with virtually identical graphics and sound. This has seen a bit of an improvement with better game play. Even with all the positive things going for it, there are a few things I don't like. First are the "miracle" moves and throws the computer can do to you! Cheap! Secondly, there could've been more moves. But, it's still good.

Wrestling at its best! The translation from the arcade to the Super NES is so close that you might start looking for the main slot. All of the characters are here with their special moves and tricks. You can even play with up to four players—slam play! The graphics and animations are superb, can't get better. The only problem I have with this is that it's too easy, being Sush-X you know. Overall, a very good game.

Super NES Data East

Fighter's History

Fighting Release: Now

Levels: N/A 20 Meg



Fighter's History is a good fighting game. It succeeds where many fail: the control. Its controls are really good and there are a lot of moves per character. Each of the fighters has his/her own style, adding to the personality of the game. My only real qualms lie with the backgrounds. They don't seem like they're the voices are a nice touch, I thought. Overall, this is a good game to pick up if you enjoy fighting carts.

While I typically don't drool on most fighting games, Fighter's History has some strong points. The control, for instance, is top-notch. There aren't many fighting games where I can actually do a special move when I really want to, yet with this one I can. The addition of weak points on the characters is great! Fighter's History is definitely worth a look if you want something new in the fighting game genre.

As a fighting game, I think that Fighter's History is a decent cart. Unlike many fighting games that come out, this has exceptional control. The moves are easy to pull off, and the special attacks are also good. The Survival Mode for each play. The best part is knocking a piece of the opponents armor or clothing off. Very cool! It does take a minor drop in the graphics and sound. It's definitely for fight fans.

After all the publicity of this game with the Capcom suit, I don't see it being that similar. Several characters have special moves and such but it doesn't possess the feel of SF 2. The cart plays well with good control and ease of getting moves off. The graphics and sound are exceptional but they are on par with others of this category. It could have benefitted from some new innovations or more variety of moves.

Genesis Sega

Virtua Racing

Driving Release: Now

Levels: N/A 16 Meg



Technically speaking, this game is a masterpiece. It looks and plays great. My only problem is that it's just not as exciting to play as the arcade. I don't know, maybe the novelty just wore off. On certain tracks, it's hard to tell where you're going. Sega's the best racing game around, with its smooth sailing polygons. Sega did a nice job on this one, but I wish their new chip did something with sound. Still a cool cart.

Virtua Racing is just the tip of the iceberg with this new type of technology. The game simply looks and plays great! It's obviously no match for the arcade, but it holds its own against other racing games. The sounds are lame, but you don't pay much attention to them when racing anyway. The computer really dishes up some strong competition and the game is a blast with two players. It's fantastic!

Virtua Racing comes out as a fairly decent translation. The graphics aren't identical to the arcade, but they are still the best real-time graphics of the Genesis while retaining the original feel of the arcade. As a racing game, I would have to say that this is probably the best I have ever played on a home system. The only drawback is that there is no replay value once you finish the tracks. I love it nonetheless.

This is one of the most realistic driving games yet. From the intense look of the polygons to the great control this is a good adaptation of the arcade game. The different views make it seem like many driving games in one, where you choose the perspective you like best while the second player can choose his/her own. It's not a flawless reproduction of the arcade game but it is still one of the best to date.

MAJOR MIKE'S GAME ROUNDUP

PTO: Operation Europe Koel / Super NES

Another historical strategy game in a historical context by Koel—strategy fans will want to check this out. Being able to pick your battle scenario and play as the Allied or Axis army is a huge plus. A must for military buffs.

7 5 6 6 7
ED DANO AL SUSHI MIKE

Lord of the Rings Interplay / Super NES

A pretty faithful adaptation of the source material, Lord of the Rings is a slower-paced RPG for more deliberate playing. The fighting is a little slow, but there is plenty to explore. This game has rewards for the patient player.

8 7 6 6 6
ED DANO AL SUSHI MIKE

Mario Andretti Racing Electronic Arts / Genesis

Tons of options; two-player action and excellent scrolling are a few of the key elements in this racer. I liked the one-player screen layout the most, with the track map and other stats shown on the upper half of the screen. A great racer.

7 6 6 8 8
ED DANO AL SUSHI MIKE

Mutant League Hockey Electronic Arts / Genesis

This brutal hockey version isn't as fun as football, but it is still a blast. There is a wicked sense of humor to this one (like bodies that you can see floating under the ice, etc.). The scrolling is a bit tricky, but still a very fun time.

7 5 6 7 7
ED DANO AL SUSHI MIKE

Normy's Beach Babe-O-Rama Electronic Arts / Genesis

Despite a rather alluring title, Normy's Beach Babe-O-Rama suffers from poor control, unappealing attack methods, and dreary music. Still, there are some colorful stages (with nice graphics), but that's about it.

5 4 5 4 5
ED DANO AL SUSHI MIKE

Genesis Sega

Star Trek: TNG

Adventure	Release: Now
Levels: N/A	16 Meg



Star Trek: TNG is a good recreation of the show. The graphics and story line are pretty good, too. Yet it's difficult to get into, but most fans will like it. The audio is standard Genesis fare, but the cinematics are nice. The interface is *sort of* good, and you get the feeling of really being in control. If you are a fan of Star Trek, Sega has made this game for you. I just wish that the graphics weren't as dark as they are.

Well here we are with Star Trek on yet another format. I like the concept behind this one and it's fun to play, but not without shortcomings. There's this recurring tendency of your characters to not move the way you want them to. Is it bad control? That's one way of putting it. Also, the cheapness of enemy attacks suddenly popping out of nowhere is a pain in the rear. A good game hampered by a few problems.

I like *Star Trek: TNG* the TV series, but I can't say the same about this game. Maybe it's because I don't like these types of games. As far as graphics, I think that everything was drawn pretty well. The sound was also done exceptionally well right down to the transport sound effect. If you're the kind that likes games that you won't get tired of, this game has plenty of different missions.

If you're a diehard RPG or Trek fan, you might consider looking at this one. The digitized graphics, animations, and sound effects are mediocre. The thing that really kills it is the game controls on the planet. Once you beam down on a planet, you get zapped by the enemy. The battle scenes in space are very difficult. It's not fair to be attacked by three ships while having a limited supply of weapons. Too bad...

Genesis Core Design

Bubba 'N' Stix

Puzzle	Release: Now
Levels: 5	8 Meg



This is an interesting way to make a puzzle game. At first it seems like an action cart, but it's much more than that. The attention to detail is really good. The graphics are nothing to sneeze at. The puzzles are intelligent and well thought out. The music and sounds are standard Genesis fare, but at least they're not annoying. Bubba 'N' Stix is a cool game that should rattle the brains of the most diligent gamer.

OK, I'm not one to bag a puzzle game, but this one is just too hard! If you're used to puzzle games like Lemmings or Tronners (like I am) you're in for a surprise. The concept seems quite original and will take some time to get used to. The game plays decent enough and the sounds are pretty cool as well. Once you get going through the game, you'll find it is a real treat and one of the more original titles you'll see all year.

When I started playing this game, I have to say that it was a bit frustrating, because the control was a bit weak. But after giving it a chance, I found that B&S is actually not a bad game. It is a unique combination of an action and a puzzle game. I like the graphics which are colorful and somewhat detailed. Good sounds too! There are even some comical animations of the main character. Cool and original!

For puzzle game fanatics and action game lovers, here comes a game with the best of both worlds. Bubba 'N' Stix has some nifty features that make it stand out beyond the crowd with its challenging game play, great sounds, and nice play control. The puzzles can really get tough (even the first level is pretty hard), but if you have your heart set on a new puzzle game, Bubba 'N' Stix should please.

Sega CD Arena

Mortal Kombat

Fighting	Release: Now
Levels: 12	CD-ROM



Why not all that much different from the Genesis version, this game does fill in the areas where the cart games were lacking. The only real obvious differences I see are with the opening commercial, the music, and the lag time. On the flip side, Mortal CD plays really fast, and the way the computer mimics the patterns of the arcade makes this one more challenging. It's still not on par with the arcade, but still good.

Maybe I'm just spoiled by Mortal Kombat II, but this game has lost its appeal. The game really shows its age in a time of more graphically impressive games. On the brighter side, the music and voices are good as are the character animations, but the lag time, although short, will probably drive you nuts after a while. By the way, those are nice Super NES pictures in the commercial. Who let that slip by?

I don't see what is the big deal about this game. I thought the CD version of Mortal Kombat was supposed to be a better. Instead, it's nothing, but the regular cartridge with the real arcade music and an intro with the footage of the entire television commercial. Yet I have to admit that the game play is closer to the good buy than the cartridge. It's a good buy for the Sega CD, if you haven't already bought the cartridge.

The graphics aren't greatly improved over the Genesis version nor are the sounds. However, it plays better and has more accurate control. CD fans will be happy to know the access time was cut down and it doesn't bog down game play. All the characters' moves and combos work even better than the Genesis version. My only question is why did they put that intro from the commercial in there?

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MAJOR MIKE'S GAME ROUNDUP

GA Champions World Class Soccer Flying Edge / Genesis

Having a game with commentary in several languages is an interesting option that actually adds atmosphere. This is a pretty good soccer game, although the speed moves of players are choppy. Good two-player action.

7 6 6 7 6
ED DAND AL SUSHI MIKE

MA-12 Shadowrun Sega / Genesis

Shadowrun incorporates action with RPG role-playing strategies. This one is pretty engrossing, with excellent overhead action sequences, and plenty of areas to explore. Fans of the role-playing system will definitely want this.

9 9 7 7 8
ED DAND AL SUSHI MIKE

GA Sylvester & Tweety TecMagik / Genesis

This sports excellent graphics and sound you have to hear, but after missing that precise jump with the less-than-perfect control, you'll probably get incredibly frustrated. If not for that, this one would have scored higher.

7 7 5 7 6
ED DAND AL SUSHI MIKE

GA R8i Baseball '94 Tengen / Genesis

Standard baseball fare, with all the teams and a Two-player Option. The password feature is always welcome, and there are several types of series types (division, etc.). An enjoyable sports game, yet nothing new.

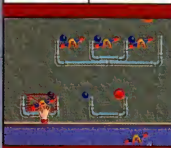
7 6 6 6 6
ED DAND AL SUSHI MIKE

MA-17 Rise of the Dragon Dynamix / Sega CD

An almost-perfect translation of the PC title, Rise of the Dragon has a richly-deserved MA-17 rating. This one captures its gritty future incredibly well, with atmospheric graphics, but the problem is there is almost no replay value.

8 8 7 8 7
ED DAND AL SUSHI MIKE

3DO Dynamix Incredible Machine



Incredible Machine is a good game on the PC, and it's even better on the 3DO! While the interface isn't all that easy to use, the graphics and sound are definite improvements, and the sheer amount of puzzles will keep you playing for a long time. If the controls were a bit smoother, the game would rate much better but, considering what's out there for the 3DO this game is a winner for the thinking crowd!

The PC version of this game was a blast and it's nice to see that the 3DO does the game justice. The Incredible Machine offers a seemingly endless array of puzzles to challenge the most diehard aficionados, accompanied by fantastic CD tunes. However, the game cries out for a mouse. The controller moves the cursor around too slowly and sluggishly to be enjoyed by very impatient people.

IM is a neat change from all the multimedia-type games that seem to flood the 3DO. This PC translation is done to times better with far better graphics. The various sounds from the gears to the many different music tracks for each puzzle are greatly improved. Although each puzzle takes a great deal of time to complete, the use of the control pad slows your progress and can make it frustrating. Needs a mouse.

This is simply an incredible puzzle game. I loved it the first time I saw it on the computer and was pleasantly surprised that the 3DO version was even better. The sounds are great and the graphics are equally impressive. The only drawback is the control. As a mouse-driven game it works very well but as a controller game it is sluggish to move the pieces around. Puzzle fans who can get by the control will love it.

CD-I Philips 7th Guest



Philips accomplished what it was trying to do. It made the best version of 7th Guest anywhere. The graphics are cool and the load time is even faster than the PC version. The puzzles will keep you occupied for hours. I love the spooky effects, and the live video is very well done. This is a must if you have a CD-I. The only downpoint is the lack of replay value, but after you beat it, you can show it off to your friends.

Wow! If you've never heard of 7th Guest before, you're in for a shock. The graphics are simply mind-blowing with beautifully rendered scenes of the Stauff mansion. While simply walking around and playing puzzles at various points seems boring just fire this puppy up and you'll be hooked. The music adds a creepy side to the game so I wouldn't suggest playing with the lights off. A great game with no real replay value.

Whoa! A game that is actually better than the computer version! The graphics are beautifully rendered to perfection in this crystal clear copy of the original. An intense story line will keep you up way past your bedtime on this interactive adventure. Definitely not a game for the whole family. Many aspects are more for the mature audiences. Dare to take a trip into the Stauff mansion and experience the true afterlife.

I've played it on the PC, and this is an incredible version. I love the PC version, but this is the icing on the cake. The CD-I shows what it can do, especially with the upgrade card, there's no limit in what's to come. The graphics are truly detailed and amazing! As for the sound effects, you really feel that you're inside the house—very haunting. Also, not noticing the access time is a plus, and the story moves along smoothly.

Duo TTI Godzilla



I am a big fan of rubber monsters myself, and this game was a great thrill for me. All of Godzilla's foes, except for Biira the sea monster, are here. Each monster has its own voice digitized from the movies, and the backgrounds are authentic as well. Many of the moves seem random, and the actual punches and kicks are few. I like being able to play as the Super X2. Versus Mode is fantastic!

I've never liked the Godzilla flicks and this game doesn't do much more for me. As it stands, it's a limited fighting game with a lack of special moves and bad control. The attacks of the characters, though, plus the music and sounds help the aura of the game. The access time is almost nil so there's no problem there. Fighting games are becoming too commonplace and this game is geared toward movie lovers only.

This is a new twist to fighting games. It's loaded with plenty of Godzilla's enemies as well as the famed fire-breather himself that you can choose to fight with or against. The graphics are OK and the music is cool. The Quest Mode along with the Versus Mode is a plus. The only thing I didn't like was that there aren't enough moves, a limit placed by the Duo's two button controller. Godzilla fans will totally dig this.

Fighting fans may not be impressed by the number of moves or the effects, but it does play decently. The techniques look a bit weak but are easy to control and fit the characters to a tee. This game appeals to monster fans more than fighting fans due to its good CD sounds and accurate portrayal of the characters. As a Godzilla fan I must admit to liking the look of the game but not so much the feel.

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MAJOR MIKE'S GAME ROUNDUP

Hotel Mario

Philips / Philips CD-i

The game sounds simple enough: go through several levels while banishing Koopa Troopas and other enemies. However, this is quite addicting stuff and it is strongly recommended you use the joypad for max. enjoyment.

8 6 6 7
ED DANO AL SUSNI MIKE

Zoda's Revenge Star Tropics 2

Nintendo / NES

Zoda's Revenge is a big game, with an overhead view, plenty of action, and items. The problem is this game really doesn't stand out, and is too little too late for a dated system. However, if you liked the first one...

7 7 6 6
ED DANO AL SUSNI MIKE

C.J. Elephant

Codemasters / Game Gear

A cute little side- (and at times vertically) scrolling action title where you play an elephant who squirts water from its trunk (in addition to other attacks). The graphics are excellent, with plenty of enemies to defeat.

5 6 5 5 6
ED DANO AL SUSNI MIKE

Spider-Man / X-Men

Flying Edge / Game Gear

Allowing you to play as several superheroes is a big plus with this one. The levels are huge, but the game is a little on the difficult side. This one will take several plays before mastering all the characters' moves.

7 6 5 6 6
ED DANO AL SUSNI MIKE

The Incredible Hulk

U.S. Gold / Game Gear

Game Gear continues to astound! This one has great graphics and the game play couldn't be better. There is plenty of detail (especially on the Hulk) and the title character is loaded with moves. Another superb portable cart.

7 6 6 7 8
ED DANO AL SUSNI MIKE

NES	Nintendo
Mega Man VI	
Action	Release: Now
Levels: N/A	4 Meg



It was really hard to tell which Mega Man this was. It was pretty much the same as all the others, except that this one was harder, and the power-ups less plentiful. The 8-Bit graphics are finally wearing thin. The game plays alright, and there are lots of hidden places to find. The audio isn't as good as the previous NES carts. This is challenging, but after trying 16-Bit, it's really hard to go back to the good of NES.

OK, Mega Man was fun and original back in the days when the letters 'NES' meant something. Now, the game is just getting redundant. On plus, Mega Man may learn a few new tricks here and there, but the series has to end soon. On the brighter side of things, the backgrounds have more detail than the previous five games and the music is decent for 8-Bit, but c'mon already, lets end this before it gets any worse.

No real improvements in this game over the previous ones. Even though it's just more of the same, there is still plenty to like about Mega Man VI. There are loads of huge levels to venture through and the increased difficulty adds to the challenge. Great for true gaming gods. The music is OK, if you can still stomach the 8-Bit sound. I like the graphics which seem to be a bit more colorful. A great game!

If you like the previous ones then you'll like this one just as much. Nothing really new in this game but the fact that it remains to be one of the best NES games ever should be enough. The theme is the same as before but there are new Bosses with all-new powers. The graphics are as good as you're going to get on 8-Bit and the game play is top-notch. True it isn't a 16-Bit game, but it's as good as it is going to get.

Game Boy	Titus
Lamborghini Challenge	
Driving	Release: Now
Levels: N/A	1 Meg



I love going fast, and Lamborghini Challenge has the speed most Game Boy titles dream of obtaining. Unfortunately, Game Boy's oldest flaw is as well. The blurring is really bad. The cones, if that's what they are, are nearly impossible to see. However, it plays decently. My biggest complaint is the sound. It sounds like an air raid siren, and it gets all the dogs in the neighborhood howling. Still, one of the better racers.

Does racing across the country in a Lamborghini Diablo against others racers all competing for prize money sound like fun? It is, especially when you've got the cops on your tail nearly the entire race! The game suffers from a slight blurring problem but it's not nearly as noticeable as other Game Boy games. This is a fun game to take on a road trip. Hey, if Dad drives like Grandma, maybe this game could help.

Surprise! Surprise! I like this one. Dunno why! Maybe it's because it kept my attention for more than a minute. Seriously, this racing game plays just as good as any other, even on 8-Bit. It's a little bit on the easy side but it's still a challenge. The graphics are what you would expect from a Game Boy, but are still good. I also like how you can win money and use that money to modify or upgrade your car. Pretty cool!

Hey, what do you know, I'm still playing these Game Boy games. Lamborghini Challenge is an excellent addition to this portable. It will keep you busy during travels or business trips trying to cruise through the tracks. The graphics are very good in the sense of the G's capabilities. You may have to turn down the sound, it can get irritating. This game does give impressive overall. Cool features.

Game Gear	Data East
Side Pocket	
Sports	Release: Now
Levels: N/A	2 Meg



The Game Gear was in need of something different, and Side Pocket appears to be the answer. The graphics are pretty much the same as the Genesis and Super NES versions, and it plays the same. The sounds are pretty much like any GG game, so you know what to expect. The trick shots are what make this game for me. It's like there's a miniature puzzle game inside. A good game for relaxation.

Side Pocket is a decent translation from the Genesis version. All the cool Trick games are here as well as some regular 9-Ball or Pocket action. Having two players dishes up some great competition. The tricks are probably the most challenging of the bunch, and the most fun, too. The graphics are very sharp and clear but sounds begin to ring in your ears after a while. This is a great way to brush up on your pool skills.

This is a fairly amusing cart of some of the most popular billiard games. Although the graphics are on a portable, they don't seem too bad, and you can actually distinguish between the solid and striped balls. I'm sorry to say that I can't say much for the sound. Game play isn't bad except after you hit the cue ball. All the balls seem to roll a little too much. Kinda makes it less realistic. It's an amusing take-along game.

If you're a pool fanatic you'll love the control and options of this portable. Select from multiple angles and hit areas plus different types of games. The graphics are basic but good enough for the system. It plays like a strategy game where you set the angle and shot power. Sound effects don't play a big part in this cart, but the game play makes up for it. If you're on a trip, it may help to pass the time.

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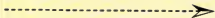


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EGM'S HOT TOP TENS

TOP TEN MOST DIFFICULT GAMES

If you are the type of gamer that can fly through any game with the greatest of ease, here is a list of some tough games. The games below are sure to give you a challenge while trying to beat them, especially if you don't break your controller or go insane first. Beat these games and you can clearly call yourself a game god.



**#1 JIM POWER
ELECTRO BRAIN / SNES**



**#2 SUPER GHOULS AND GHOSTS
CAPCOM / SNES**



**#3 TARGET EARTH
DREAM WORKS / GEN**



**#4 NINJA GAIDEN
TECMO / NES**



**#5 DOUBLE DUNGEONS
NEC / DUO**



**#6 ROCKY ROENT
IREM / SNES**



**#7 SUPER EMPIRE STRIKES BACK
JVC / SNES**



**#8 WORLD HEROES 2
SNK / NEO**



**#9 HELLFIRE
SEISMIC / GEN**



**#10 DESERT STRIKE
ELECTRONIC ARTS / GEN**

EDITORS' TOP TEN



The cute and adorable Metroid is back with that life draining charm we all know and love.



#1 SUPER METROID / NINTENDO
SNES 1 Month ▲

#2 NBA JAM / ACCLAIM
SNES 3 Months ▼

#3 ORACULA-X / KONAMI
DUO 8 Months ▼

#4 POCKY & ROCKY 2 / NATSUME
SNES 3 Months ▲

#5 SATURDAY NIGHT SLAM MASTERS / CAPCOM
SNES 1 Month ▲

#6 FATAL FURY SPECIAL
SNES 1 Month ▲

#7 SAMURAI SHODOWN / SNK
NEO 10 Months ▼

#8 VIRTUA RACING / SEGA
GEN 1 Month ▲

#9 TEMPEST 2000 / ATARI
JAG 2 Months -

#10 CASTLEVANIA BLOODLINES / KONAMI
GEN 2 Months -

READER'S TOP TEN

Mortal Kombat 2 is in the works for both Nintendo and Sega home systems. But what changes, if any, will be made hasn't been decided on. So, don't call Congress yet! Stay tuned for more MK2 information.

#1 MORTAL KOMBAT 2 / GENESIS



Congress will drop dead when they see MK2 hit home.

#2 MORTAL KOMBAT 2 / ARCADE



A strategy book will help put MK 2 back in the #1 slot.

#3 SUPER STAR WARS / SNES



Don't fret, because the Force will be with you.

#4 MORTAL KOMBAT / SNES



Even without the blood, MK can still hold its own.

#5 TURBO STREET FIGHTER 2 / SNES



Still holding players' interest until Super comes out.

#6 SUPER MARIO ALL-STARS / SNES



The Mario brothers are back in business.

#7 STREET FIGHTER 2 / SNES



Down, but nowhere near being knocked out.

#8 MORTAL KOMBAT / GENESIS



Scorpion relies more on testing his aim than his might.

#9 JURASSIC PARK / GENESIS



Row, row, row your boat gently down the stream?

#10 SUPER EMPIRE STRIKES BACK / SNES



Follow Yoda's advice, "Do or do not, there is no try."



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AT 230
MILES PER
HOUR.**

AURA
INTERACTOR

**VIRTUAL REALITY GAME WEAR.
COMING SEPTEMBER 5.**

Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of April 18, 1994.

3DO		
#1	SEWER SHARK / VIRGIN GAMES	
	1 Month	Δ
#2	SUPER WING COMMANDER / EA	
	1 Month	Δ
#3	JOHN MADDEN NFL FOOTBALL / EA SPORTS	
	1 Month	Δ
#4	THE HORDE / CRYSTAL DYNAMICS	
	1 Month	Δ
#5	TOTAL ECLIPSE / CRYSTAL DYNAMICS	
	3 Months	Δ
#6	ESCAPE FROM MONSTER MANDOR / EA	
	3 Months	Δ
#7	TWISTED / EA	
	1 Month	Δ
#8	INCREDIBLE MACHINE / DYNAMIX	
	1 Month	Δ
#9	CPU BACH / MICROPROSE	
	1 Month	Δ
#10	STELLAR 7: DRAGON'S REVENGE / READYSOFT	
	3 Months	Δ

SUPER NES		
#1	STAR TREK: TNG / SPECTRUM HOLOSTEYE	
	1 Month	Δ
#2	KEN GRIFFEY JR. PRESENTS: MAJOR LEAGUE BASEBALL / NINTENDO	
	1 Month	Δ
#3	NBA JAM / ACCLAIM	
	2 Months	Δ
#4	MILWAU BASEBALL / EA SPORTS	
	1 Month	Δ
#5	SECRET OF MANA / SQUARE SOFT	
	3 Months	Δ
#6	LUFIA: FORTRESS OF DOOM / TAITO	
	4 Months	Δ
#7	THE 7TH SAGA / ENIX	
	3 Months	Δ
#8	MEGA MAN X / CAPCOM	
	3 Months	Δ
#9	LETHAL ENFORCERS / KONAMI	
	3 Months	Δ
#10	EQUINOX / SONY IMAGESOFT	
	1 Month	Δ

GENESIS		
#1	NBA JAM / ACCLAIM	
	2 Months	-
#2	WORLD SERIES BASEBALL / SEGA	
	1 Month	Δ
#3	NBA SHOWDOWN / EA SPORTS	
	1 Month	Δ
#4	FIFA INTERNATIONAL SOCCER / EA SPORTS	
	3 Months	-
#5	STAR TREK: THE NEXT GENERATION / SEGA	
	1 Month	Δ
#6	PBA EUROPEAN TOUR / EA SPORTS	
	1 Month	Δ
#7	MS. PAC-MAN / TENGEN	
	6 Months	Δ
#8	NBA ACTION '94 HOSTED BY MARY ALBERT / SEGA	
	1 Month	Δ
#9	SONIC THE HEDGEHOG 3 / SEGA	
	3 Months	Δ
#10	NHL HOCKEY '94 / EA SPORTS	
	7 Months	Δ

SEGA CD		
#1	TOMCAT ALLEY / SEGA	
	1 Month	Δ
#2	DARK WIZARD / SEGA	
	1 Month	Δ
#3	DRAGON'S LAIR / READYSOFT	
	3 Months	Δ
#4	RISE OF THE DRAGON / SIERRA	
	1 Month	Δ
#5	LUNAR, THE SILVER SUN / WORKING DESIGNS	
	3 Months	Δ
#6	THIRD WORLD WAR / ABSOLUTE	
	1 Month	Δ
#7	WING COMMANDER / EA	
	1 Month	Δ
#8	GROUND ZERO, TEXAS / SONY IMAGESOFT	
	5 Months	Δ
#9	LETHAL ENFORCERS / KONAMI	
	1 Month	Δ
#10	MAD DOG MCCREE / AMERICAN LASER	
	1 Month	Δ

GAME BOY		
#1	WARIO LAND / NINTENDO	
	2 Months	-
#2	SUPER MARIO LAND / NINTENDO	
	20 Months	Δ
#3	KIRBY'S DREAM LAND / NINTENDO	
	3 Months	Δ
#4	TETRIS 2 / NINTENDO	
	4 Months	Δ
#5	FINAL FANTASY LEGEND III / SQUARE SOFT	
	1 Month	Δ
#6	SUPER MARIO LAND 2 / NINTENDO	
	17 Months	-
#7	MORTAL KOMBAT / ACCLAIM	
	7 Months	Δ
#8	KIRBY'S PINBALL LAND / NINTENDO	
	5 Months	Δ
#9	ULTIMA RUNES OF VIRTUE II / FCI	
	1 Month	Δ
#10	THE SIMPSONS: BART AND THE BEANSTALK / ACCLAIM	
	2 Months	-

GAME GEAR		
#1	NBA JAM / ACCLAIM	
	2 Months	-
#2	X-MEN / SEGA	
	3 Months	-
#3	MORTAL KOMBAT / ACCLAIM	
	3 Months	Δ
#4	SONIC CHAOS / SEGA	
	5 Months	-
#5	MS. PAC-MAN / TENGEN	
	1 Month	Δ
#6	POKER FACE PAUL'S SOLITAIRE / SEGA	
	1 Month	Δ
#7	MICRO MACHINES / CODEMASTER	
	1 Month	Δ
#8	ROAD RASH / US GOLD	
	3 Months	Δ
#9	ECCO THE DOLPHIN / SEGA	
	3 Months	Δ
#10	WINTER OLYMPICS / US GOLD	
	3 Months	Δ

EGM'S HOT TOP TENS

REGISTER YOUR VOTE

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

1. SNES / MORTAL KOMBAT
2. SNES / SUPER STAR WARS
3. SNES / STREET FIGHTER 2 CE TURBO
4. SNES / SUPER MARIO ALL-STARS
5. SNES / STREET FIGHTER 2
6. SNES / SUPER EMPIRE STRIKES BACK
7. SNES / STUNT RACE FX
8. SNES / SUPER METROID
9. SNES / SUPER STREET FIGHTER 2
10. SNES / ACTRAISER 2
11. SNES / AERO THE ACRO-BAT
12. SNES / TMNT: TOURNAMENT FIGHTERS
13. SNES / NBA JAM
14. SNES / SUPER TECMO BOWL
15. SNES / STARFOX
16. SNES / CLAY FIGHTER

17. SNES / SATURDAY NIGHT SLAM MASTERS
18. GENESIS / MORTAL KOMBAT II
19. GENESIS / MORTAL KOMBAT
20. GENESIS / JURASSIC PARK
21. GENESIS / ETERNAL CHAMPIONS
22. GENESIS / STREET FIGHTER 2 CE
23. GENESIS / SONIC THE HEDGEHOG 2
24. GENESIS / SONIC SPINBALL
25. GENESIS / SONIC THE HEDGEHOG 3
26. GENESIS / BLOODLINES
27. GENESIS / NBA JAM
28. GENESIS / STREETS OF RAGE 3
29. SEGA CD / MORTAL KOMBAT
30. SEGA CD / SILPHEED
31. SEGA CD / SONIC CD
32. SEGA CD / GROUND ZERO, TEXAS

33. SEGA CD / SPACE ACE
34. SEGA CD / JOE MONTANA FOOTBALL CD
35. DUO / DRACULA X
36. DUO / STREET FIGHTER 2 CE
37. 3DO / CRASH 'N' BURN
38. NEO-GEO / WORLD HEROES 2
39. NEO-GEO / SAMURAI SHODOWN
40. NEO-GEO / FATAL FURY SPECIAL
41. NES / KIRBY'S ADVENTURE
42. NES / MEGA MAN 6
43. GAME BOY / ZELDA
44. GAME GEAR / THE INCREDIBLE HULK
45. GAME GEAR / JURASSIC PARK
46. ARCADE / MORTAL KOMBAT II
47. ARCADE / SUPER STREET FIGHTER 2 TURBO
48. ARCADE / NBA JAM TOURNAMENT EDITION

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through June 30.



**FREE
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John Madden Football™ and Crash 'N Burn™
FREE when you buy the REAL 3DO™ System.

Offer valid May 1 thru June 30, 1994.
See participating dealers for details.

OUCH!
THE R·E·A·L™ 3DO™
MULTIPLAYER™

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While at this writing, no comprehensive data, a number of sources have exhibited a strong background propensity to discuss international politics, and a bizarre compulsion to sit up straight in their chairs, speak in clear,

Jersey. After a year of research, actual hair was said to have sprouted from the connections between papaya consumption and these rancid

More responsive, more colorful, and up to 50 times more powerful than ordinary systems. It's 3DO technology and Panasonic makes the only system that has it.

Put on your protective gear; what we've got here is no sissy game.

You're barreling downfield toward the end zone, eating up yardage when suddenly you see him. 240 towering pounds — and talk about muscles — there isn't a flat surface on this guy! Or anywhere on your screen, for that matter. We're talking near 3-D graphics here.

You take to the left, the right — the program gives you total freedom. But he crushes you just the same.

First and goal, the crowd goes ballistic, and you watch an instant replay that actually comes up instantly. Before you know it, you're in formation again. Breath short, knuckles white, heart pounding — this is a game that makes you break a sweat. This is R•E•A•L.



Quarterback perspective with Electronic Arts' John Madden Football™

The Panasonic R•E•A•L™ 3DO™ Interactive Multiplayer.™ The most highly-evolved integration of audio, video and interactive technology available. It plays audio and photo CDs, and soon, with an optional adapter, full-length movies. It will introduce you to a stunning new generation of interactive education, information and entertainment software. And it makes video gaming come to life.

With up to 50 times more power than ordinary PCs and video game systems. Photorealistic picture quality with up to 16 million displayable colors. Digital CD sound with right and left outputs for stereo hookup. And a custom multimedia architecture that makes interaction fast and furious.

All of which means less lag time, better visuals and more play options as you lead your team downfield. In other words, it's real.

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GAMING GOSSIP

...NINTENDO TO RELEASE PORTABLE VR...
...TOY COMPANY TO LAUNCH VR UNIT...
...PORTABLE 3DO IN DEVELOPMENT...
...ACCLAIM SET FALL RELEASE FOR MK2...
...WMS SPLITS AND BUYS TRADEWEST...
...32X DEVELOPMENT BLUES...
...TIME WARNER BUYS TENGEN...
...NINTENDO AND WMS INK DEAL...

...Hi-ho, game fiends, the Q-Mann is back, and better than before! They had the technology, now I'm stronger and faster—which helps when you're trying to get past CES security. There's plenty of good stuff this month, my Quartermaniacs, so in an attempt to quit wasting precious space, let's cut to the chase and dig into the dirt ... The adapter wars are hot again, with both Sega and Nintendo throwing new add-ons into the ring. The 32X definitely K.O.'d the Game Boy peripheral, but the big N came roaring back with news on their upcoming VR system for under 200 bucks! Although this smells suspiciously like the Atari Cosmos system (play against holographic enemies on a table-top self-contained unit), the Q feels that the Nintendo gurus could possibly have something truly cool under wraps. From the word around the halls that yours truly has visited recently, the experience given off by the new machine is absolutely unique. We'll keep you posted ... Once the Q-Mann got to his plush estate in downtown Naperville, a very unusual call came in from an undercover source close to a new device simply code-named "VR." You guessed it, the Quartermann scored big on another virtual reality machine now under development by either Hasbro or Mattel! According to the mystery man, this new gear will include a helmet and a mega-fast 32-Bit processor running at least four 3-D software packs for the intro in 1995...

...Still on the hardware circuit, look for a portable 3DO from Toshiba, with a built-in screen for on-the-go gaming! While sources tell the Q that Toshiba has their sights set for early '95, the hefty price tag that could be slapped on such a device may delay its marketing into the States ... While we're on the subject of systems that cost Astro-Bucks, Pioneer is set to stick their LaserActive laserdisc system plus one console module for the low, low price of a single grand! Yep, that's right, now you can have a good laser player plus some great games for the cost of two 3DOs. The machine's a blast, but that price is definitely an allowance-buster! ... Remember the Iron Man? It was going to be NEC's answer to the 3DO and other high-profile game machines, but it has been delayed (not killed as other reports have mentioned) while Hudson tries to sort out the battlefield to see who the dominant player is. If it's any indication, the company responsible for the classic PC Engine will soon sign up as a Saturn developer! What's the first game? Could it be Virtua Bonk?...

...Back in the U.S., Acclaim is dead-set on getting MK2 on the streets in the fall. Both Probe and Sculptured have been given ultimatums to finish up all revs before the end of May so that the next Mortal (2) Monday promotions can be targeted for September or October. The games are finished and yours truly has looked at the Sega version and it's 24-Megs of major cool, with everything intact! ... While we're on the subject of Acclaim, their deal with Williams, which aced them classics such as MK and NBA Jam, has been ended. Their last consumer entry from the Midway stable of arcade hits will be NBA Jam Tournament Edition. Williams/Midway, meanwhile, bought up Tradewest to do the duties of bringing their coin-ops to life on the small screen. Look for Rare to be heavily involved with the programming and development of upcoming titles ... WMS is also going full steam ahead with a coin-op version of Nintendo's upcoming Project Reality system ... Also, Acclaim tried to soften the blow of their Midway divorce by announcing an alliance with Sega to get into the arcade biz riding on the big 'S' 32-Bit hardware as well as their intentions to buy Valiant, a comic company best known for publishing new stories using other people's characters as well as those truly horrendous Nintendo comics that came out a few years ago. Remember Captain N? The synergy should be good for Acclaim, however, considering Marvel is going to start their own games division and pull back some of the licenses that Acclaim has done such a great job of promoting...

...Sega is really scrambling—so say sources inside the big 'S.' Now that they've got Nintendo on the defensive, all gears are moving fast-forward on 32X development. Unfortunately, it looks like they will be going it alone when the unit is unveiled to players during the holiday season since the Q has investigated and found that nobody has the 32X development gear. All of the up-and-coming European houses are signed on to do games, but none has a development system. Unless you see a flurry of quickie ports from other platforms, the first wave of independent softs will likely hit in mid-to-late '95 ... Mega Man 7 is under development for the Super NES ... Other news from the Sega R&D front—seems Sega is proceeding with their split cartridge concept and should have a flurry of poly games ready for X-Mas. I've seen Virtua Fighter being played on this and, even though it was slightly scaled back, it was hot ... Time Warner now owns Tengen and has upped their stake in Atari Corp ... We'll round out this issue on a high note! Tengen and Nintendo have put down their guns and made up! Can you imagine the joy? Can you imagine the future? Can you imagine all the money in the lawyers' pockets...

- QUARTERMANN

Sega CD Product of the Year



More than 30 new Sega CD titles were launched last year. *AH-3 Thunderstrike* blew them all away to capture the 1993 Sega CD Product of the Year award. Enlist now and see for yourself what all the thunder is about.

Best Sega CD Shooter



"Games like (*Thunderstrike*) are the reason I bought a CD ROM... 3D first person perspective, scaling, digitized graphic and excellent sound... Perfection."

Die Hard Game Fan, October 1993.



SEGA CD™

Editors Choice Award



"Thunderstrike has got to be seen to be believed! Excellent scrolling, sound effects, weapons and superb gameplay will set the standards..."

Electronic Gaming Monthly, November 1993.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. But games and accessories with this seal to be sure they are compatible with the SEGA CD™ SYSTEM.



Virtua

h o w

fast do

y o u

Adrenaline junkie. You are, admit it. That's why you've been waiting for Virtua Racing on Genesis. Well, it's here. With all the speed, realism and 3-D graphics of the arcade game. All it took was a quantum leap in processing speed—that's where our



SVP chip comes in. Luckily, you don't have to understand the technology to appreciate Virtua Racing. Just drive.



Race from four different perspectives. Need a break from the driver's seat? Switch views on the fly.



Kick your best friend's booty right in front of his beady little eyes with the split screen option.

Racing.

u want to go?



Change is good. That's why there are 3 different racetracks to choose from. (Beginner, medium, and if you're up to it, one for the experts.)



So much competition, so little time. Race against 15 other cars, the clock or, if you're shy...your own best time.

PRESS START

SATURN LOOMS CLOSER!

The excitement over Sega's Saturn system keeps on building as more and more news on this powerful system hits the press on a continual basis. The look of the preliminary Saturn system was shown throughout Japan, but the colors and design of the U.S. version could change at Sega's whim.

Everyone has been wondering what kind of support the Saturn would be receiving. Trying to get you the news as it comes, we went directly to the source: Sega of Japan.

So the future of the Saturn looks to be ensured. With its big name licensees, it will be interesting to see the first wave of next generation Sega. Still no news, however, on whether or not it will be compatible with the 32X system yet. That is another question which is on everyone's mind.

As the latest news reaches us, we'll be there to pass it on to you. Keep reading these pages in EGM and EGM* for more. The Saturn is closer than ever to reaching our stores.



Sega showed the media a preliminary version of the Saturn.

Sega of Japan announced six major licensees for their Saturn. They are: Capcom, Namco, Konami, Taito, Hudson, and Bandai—all of which have not been able to comment on what they are developing for it.

Other companies that have signed on the Saturn bandwagon include, Game Arts (of Silpheed fame. Planning two games.), Koel, Sunsoft, Sims, Data East (planning two games), Danpa Shimbunsha, Treasure (Gunstar Heroes and Dynamite Headdy), and finally Victor Entertainment.



As you can tell from the picture, Saturn will have both a CD Drive and a cart slot.



The Saturn looks like it will be a hot item when it is finally released.

32-BIT NINTENDO!

Next spring, Nintendo will release a new game system that offers virtual reality (VR) applications. As opposed to current VR systems, the new system will not require the use of special glasses. The new system will be driven on a 32-Bit chip and use special software. President Yamuchi claimed, "The system will open up a new field of entertainment," which is said to be unlike traditional video game systems that are connected to TV monitors. Nintendo intends to build up the new system as a strategic product to follow the Famicom and Super Famicom.

The new game system is presently in its final stages of development. It will be unveiled at the new software show to be held in Tokyo in mid-November. Believe it or not, the new system price is claimed to be under ¥20,000 (\$180). The software will be priced lower than SFC software. It is believed that Nintendo developed this system to counter Matsushita's 3DO REAL and other systems that are causing greater competition in the market.

Nintendo will be the first company to offer VR at a price below ¥20,000. President Yamuchi also stated that the new system will provide, "Super VR for experiencing virtual reality with using an HMD (head mount display)."

As Nintendo is jointly studying and developing video display technologies with an American company, it may be possible that this system may use projection technology.

This bold new step may once again put Nintendo ahead of the pack.

INTRODUCING VIVID3D. THE ULTIMATE IN GAME SOUND.

Get ready for the most realistic game adventure ever. The VIVID 3D™ sound enhancement system from NuReality transforms ordinary game sound into an amazing 3D sound experience. ★ What does "3D sound" mean? It means game sounds come alive all around you. It means you feel like you're in the front

row of a live concert.

It means you'll never listen to your games the same way again.

According to *Electronic Gaming Monthly* magazine, the VIVID 3D "redefines sound as we

know it." ★ The VIVID 3D is easy to hook up to any Nintendo, Sega or

similar game system. You can also attach it to any computer equipped with a sound card. Thanks to award-winning* SRS (•)® sound enhancement technology, the VIVID 3D creates dynamic 3D sound from only 2 speakers. ★ For a store near you, call NuReality at **800-501-8086**. Why just play games, when you can be there? ★ NuReality, 2907 Daimler St.

Santa Ana, CA 92705-5810. Telephone: (714) 442-1080.

Fax: (714) 852-1059.  **NUREALITY**



SONY'S PS-X: FIRST GLIMPSE AT THE FUTURE!

One system that has a lot of mystery surrounding it is the Sony PS-X. Sony has been very secretive in terms of software and games. Until now.

Scheduled for release sometime this November in Japan and September next year in the UK and the U.S., the PS-X is drawing a lot of attention.

The reason for such a delay to

Sony has announced that we can expect to see the PS-X and at least 20 of the games at the next Chicago CES in June. The games, when released, will cost between \$30.00 and \$50.00.

So this year we can expect the first real look at the PS-X in action, complete with its slew of first generation games. Sony seems to have a sound

"...In the U.S., we still do not have a defined company for distribution of the PS-X, thus there has been no communication about it."

Europe and America is

simple. Sony wants to give the developers ample time to produce games that aren't hurried or rushed. Its retail price is expected to be under \$400.

By the end of this month, European developers can expect to receive development systems.

Aside from leading firms like Sensible Software, Probe, DID, BITS, and Argonaut Software (who have signed up with Sony) big-time video game publishers are preparing software for the PS-X. These include Capcom, Konami, Namco, Ocean, Acclaim, and Electronic Arts.



It will be interesting to see whether or not the PS-X can win the systems war.

plan. It will be interesting to see the public's reaction to it.



These pictures, from games that are in progress, show the PS-X's capabilities.



The PS-X features lightning fast video-like graphics for awesome effects.

A NEW PLAYER...!

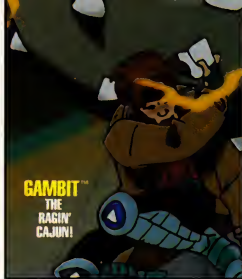
The latest word in the video game market seems to be from the toy industry. It appears that one of the major toy companies is possibly planning to release their own video gaming system. While we do not yet know which company (the information has yet to be disclosed), three major players were mentioned. It could be any one of them. Those mentioned were: Fisher Price, Hasbro, and Mattel.

While this information is rather vague, the specifics on the system itself are still up in the air as well. The new system, has no tentative name and no statistics other than that it will be 32-Bit. This system is to be CD-based, will come with a VR helmet and controller, and have a game packed into it. The price they are aiming for is \$499.00. More news on this as it hits.

PORTABLE 3DO!

Toshiba, known for its consumer products and manufacturing of communications goods, has signed an agreement to market, manufacture, and distribute 3DO products. Toshiba will bring out the 3DO in the UK, along with a special portable 3DO on the horizon. The first version will not have a screen, but the second one, also in the works, will come with a screen. The portable can also be installed into automobiles.

Imagine: playing Jurassic Park Interactive wherever you want! If you want a portable 3DO, your wishes have been granted. We will cover this one as soon as we get the information. It's a real treat for 3DO owners.



**SPIDER-MAN™ AND THE X-MEN™
TEAM UP IN ARCADE™'S REVENGE**



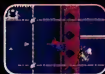
SPIDER-MAN™
X-MEN™ MARVEL COMICS

ALSO LOOK FOR
X-MEN™ ON
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Acclaim™
entertainment inc.

**TAKE REVENGE
WITH YOU!**



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PRESS START

SONIC 4 FOR GENESIS COMING THIS FALL!

EGM has learned from sources at Sega that they will acknowledge the existence of a new Sonic game at their Sega Show being held in Orlando at the end of May. This new Sonic game will come out later this fall.

While this is not a big surprise, as Sonic is Sega's mascot and each new game featuring him almost guarantees several million cart sales, this version, Sega states, will be "extra special!"

The idea of having three Sonic games (Sonic CD-November 1993, Sonic 3-February 1994 and Sonic 4-September 1994) in less than one year would obviously tax any development staff, so if a fourth game was to come out this year, one would seriously wonder how Sega could do anything special in the limited amount of time available. But they will—Ed has the complete details and he won't tell anybody. Seems that Sega has a gag order on him and he can't talk about it until later this summer.

It all started back at the winter CES.



Could these early Sonic game screens be windows to the Sonic 4 mystery?

Ed found out about a new Sonic game in a routine interview he was conducting and when things didn't add up, he probed deeper into SoA (America), SoJ (Japan), and SoE (Europe). In doing that, Ed discovered one of Sega's top secret projects. What is it? All he would tell us is that he has been dropping subtle hints about this technology through his articles over the past several months.

What can he say?

"The future is tied to the past."

"By looking at the level select screens for the past Sonic games, an astute reader can see what the Sonic programmers have been up to. From this information, one can predict the future. Sonic 4 will do something that no other cartridge game has ever done before."

We don't have a clue as to what he is talking about, but if a reader can do the required research and solve the mystery we'll be eternally grateful.

More next month!



The key to the Sonic 4 secret lies in the Level Select Screens like this one!

PLAY NES ON SNES!

A company called Fire International LTD. has made a way for you to play NES games on your Super Nintendo. Using a special adaptor that plugs into your Super Nintendo, all you have to do is pop in your old 8-Bit Nintendo games. The Tri-Star, as it's called, can play Famicom games as well, since they play the same way. It costs about £39 and it's already available to consumers. Just what the NES enthusiast ordered.



Choose between 8-Bit and 16-Bit with this on-screen chooser.



The Tri-Star is already out. Now your Super NES is more versatile.



This new NES to Super NES converter lets you play your 8-Bit games again!

The best-selling baseball title of all time;
NEED WE SAY MORE?!??

These guys deliver with a
BATTERY BACK-UP!

Save important **STATS**-even
after the game's turned off!

QUICK! Guess what
system this game's for??
DUH!

The only big
league park we
didn't include was
YELLOWSTONE.

Get the new
'94 division
realignment
& playoff
format-play
like the big boys or
don't play at all!

You get **TWO** different
views - pitcher or batter.
Even a veteran computer
opponent that'll turn your
mistakes into **SOUVENIRS!**
(see ya!)

Spit seeds with
Bonds, Henderson, Belle
Justice, Mattingly, Gonzalez,
Van Slyke, and Kruk...
700 MLBPA stars!

Appropriate for **ANYBODY**-except
GEEKS! (NGA - No Geeks Allowed)

ANY BASEBALL FAN CAN TELL WE'RE AHEAD JUST BY READING THE BOX SCORE.



GET IN THE GAME.™

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SUPER STREET FIGHTER 2 COMING TO THE SUPER NES IN JULY!

EGM has been able to obtain from Japan early screen shots of the Japanese version of Super Street Fighter 2 for the Super Famicom (Super NES in America).

Preliminary information places the Super NES version of the game at a whopping 32 megabits, double the amount which was allocated to last year's version of Street Fighter 2 Turbo. This extra memory is evidently needed for all of the graphics and animations for the four new characters (Cammy, Dee Jay, T. Hawk, and Fei Long). In addition, an official at Capcom U.S. states that this new version will have "... extra game play that is not in the arcade." This could mean more options (as we saw in the Genesis Champion Edition vs. the Super NES Turbo version last year), or perhaps new secret moves.

One thing that we hope Capcom will include in this game is a speed setting. The arcade game was horribly slow, and at least by giving the player a choice of speeds to choose from



Here it is! The first picture of the long-awaited Super Street Fighter 2 for the Super Famicom/Super NES! It's 32-Meg and should be coming in June/July

(either in the option screen or hidden in a trick code), then the home version won't suffer from the same problem. While we're wishing, having multiple endings, as found on the last home game, would give players even more incentive to strive to get that "best" ending. Unfortunately, our gut feeling is that since the megabit count is up so high already, the multiple endings just might be the first thing that is cut out in order for the game to fit into 32-Meg.

While an official release date has not been confirmed at press time, June 26 is the tentative in-store date in Japan for, at least, the Super Famicom version. Since the Mega Drive (Genesis) involves such a small percentage of the Japanese game market, that version could come out up to a month later.

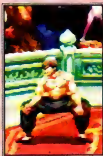
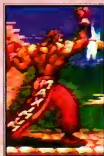
The best guess for the U.S. release would be sometime in July as Capcom has not been able to do a worldwide simultaneous release yet. The U.S. has always lagged behind Japan by at least one month.

As to the price, the extra megabits

won't come cheap. Early information places the suggested Japanese retail price at \$100 (¥10,900), but considering the current economic conditions over there, that price could quickly drop down to about \$80. If this is any indication of what a 32 Megabit game must sell for, the U.S. copy could hit the \$80 to \$85 bracket also.

When contacted, Capcom U.S. would not disclose specific prices or details about this game.

They did say that the game would be available for a Fact File in the July issue of EGM. Assuming no major setbacks on Capcom's end, look for a full-blown Fact File next issue!



With a speed setting the action really could heat up, just like in the arcade!



The background effects in Fei Long's stage have been faithfully retained.



**If you've played
one NBA full team,
full court, all star,
stat packed,
foul calling,
regulation
basketball
game,**

PRESS START

NEW PROGRAMMABLE JOYSTICKS AND JOYPADS FROM QUICKSHOT & COMP. PRO

COMPETITION PRO:

Tired of having to buy a separate controller for each home system? Well, Competition Pro's Multi-System 6 (from Happ Controls, Inc.) joystick is compatible with both the Super Nintendo and Genesis systems! The controller is loaded with functions: two turbo speeds, slow motion, and is 6-button Genesis compatible. The controller uses a Super NES/Genesis plug adapter to switch between the systems.



The Competition PRO joystick is compatible with Genesis and SNES!

Competition PRO has a similar controller for the Genesis system only. Called the Professional Control Pad, it features many of the same functions as the Multi-System 6, except it doesn't have buttons on the top left and right sides. For Genesis 3-button only fans, there is also a Professional Control Pad with only three buttons that also has turbo speeds on each button plus a slow motion function. All three joypads come with a one-year warranty. For more information, contact Happ Controls, Inc. at (708) 593-6130 (Fax 1-800-593-HAPP U.S. only).



For the Genesis only, Competition Pro's Professional Control Pad.

AND FROM QUICKSHOT

For more of an arcade feel, Quickshot Technology, Inc. has three new joysticks available: two are for the Genesis system (the Conqueror 3 and 3+3) and one is for the Super NES (the Conqueror 2). These joysticks feature programmability, slow motion, turbo speeds, 270 degree rotatable fire buttons, and suction-cup mountings. They also have battery (AAA batteries)



Yes! The Dragon Punch can now be mastered by all (sort of)!

back-up to store certain moves.

The Conqueror 3 and 3+3 is 6-button compatible, and can store up to seven steps into one sequence move. For example, in Street Fighter 2 Special Champion Edition, Ken's Fireball has a total of three steps (moves that require the pressing of a button are not counted as a step).

In addition to programming moves that require specific joystick motions, you can also configure the controller so that moves that require multiple buttons to be pressed



The Quickshot 3+3 joystick has programmable moves and other functions.

can be set to one button (for example, Zangief's spinning clothesline that requires you to use two punch buttons simultaneously can simply be done with one).

Programming moves, though is somewhat tricky, and you should read the manual very carefully to learn how to do them.

As the Conqueror 3+3 and 3 are 6-button compatible, the Quickshot 3 (only for the Genesis), on the other hand, is only 3-button compatible, and in the Program Mode, button depressions are counted as a step.

For those of you more accustomed to joypads, Quickshot has a new joystick—the Super Pro Super Nintendo Control Pad. This peripheral features turbo speeds on all the buttons, in addition to auto fire. For more information on Quickshot products, please call (510) 490-7968.

You haven't played

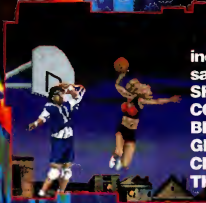
JAMMIT

Introducing JAMMIT, the no rules, no stats, no stars, down and dirty, fast and loose, fun and wild, trash talking, rough em up and spit em out, on the street, in your face, one on one 16 meg basketball video game.

Get it.

includes free cd music sampler featuring:

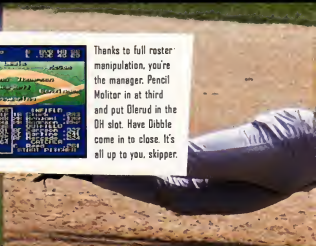
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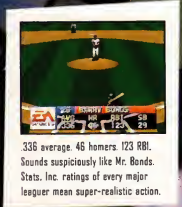
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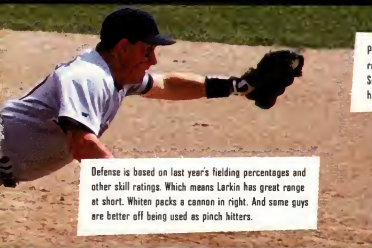
Got a good bunter like Nixon or Butler?
Choose natural grass to slow the ball down
and give opposing third basemen headaches.

San Francisco
Giants
Pitcher: [illegible]
Inning: 1
Score: [illegible]
[illegible] 1
[illegible] 2
[illegible] 3
[illegible] 4
[illegible] 5
[illegible] 6
[illegible] 7
[illegible] 8
[illegible] 9
Total: [illegible]



ON'T JUST
X SCORES.





Defense is based on last year's fielding percentages and other skill ratings. Which means Larkin has great range at short. Whiten packs a cannon in right. And some guys are better off being used as pinch hitters.

Pitchers like Orel Hershiser are rated for velocity and endurance. So if your guy is bringing 98-mph heat, he might not last nine.



READ THE CAUSE THEM.



You rob Tony Gwynn of a triple. Ring up Rafael Palmeiro with a wicked curve. Even take Randy Johnson deep. (No, you're not dreaming.) Welcome to MLBPA Baseball. It's from the makers of John Madden Football. And it's the most playable baseball game ever for Super NES.

SUPER NINTENDO
PLAYERS



Sooner or later you're going to get beamed. While you're walking it off, go to instant replay and have another look at what hit you.



Pick-off plays. Atlanta fans doing the Chop. Even the occasional pickle. If it's at the ballpark, it's here.

EA SPORTS
If it's in the game, it's in the game.™

ARCADE ACTION

DAYTONA USA by Sega

Greetings arcade junkies! As you will probably remember, a little over a year ago Sega released Virtua Racing in arcades everywhere. Needless to say, it was an instant favorite of racing fans everywhere. A few months back, Namco took racing games one step further with their highly successful Ridge Racer. Now, Sega has unleashed Daytona USA, and the stakes in the arcade wars have been raised again!

Daytona USA features some of the most realistically rendered racing action to ever hit the video game

scene. Like Virtua Racing, players can switch between four different viewpoints for greater control of your vehicle. There are three courses to choose from: Daytona for the beginner, Grand Canyon for the intermediate racer, and a Seaside course for the more advanced driver.

Up to eight people can play, and you'll absolutely love the huge 50-inch screen which gives you the feel of actual Daytona-style racing. Also included is an "Opposite Direction" feature which allows you to spin a full 180 degrees, and watch your opponents come right at you!

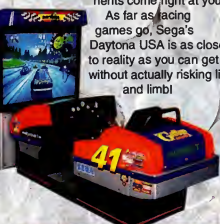
As far as racing games go, Sega's Daytona USA is as close to reality as you can get without actually risking life and limb!



Steer clear of your opponent's car or you may end up as a smear on the track!



You can pick between three courses depending on your ability and stamina.



On-the-fly switching lets you choose between four different perspectives!

AAA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION

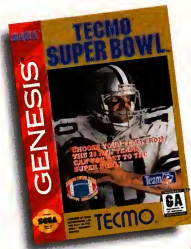


All of the vital information that you will need is shown right on the screen!



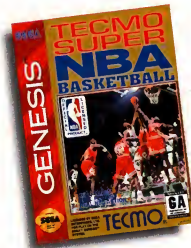
The courses are all beautifully rendered (notice Sonic carved into the mountain).

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ARCADE ON



TOP HUNTER by SNK



Roddy and Cathy have their hands full with this Boss from SNK's Top Hunter.



Roddy and Cathy can hurl charged energy balls at their enemies.



Each of the four different stages presents new challenges for our heroes!

Uh-oh! The Klaptons are on the loose and pillaging peaceful settlements. Don't despair, because Roddy and Cathy are intergalactic bounty hunters who are out to save the colonies from these nasty space pirates!

The game: Top Hunter. The company: SNK. The action: Heavy-duty! Top Hunters is the latest action installment

from the good folks at SNK. This game is not only a lot of fun to play, but it really lives up to the SNK tradition of awesome arcade action/adventure games like Spinmaster and Magician Lord.

You can play either a one-player or two-player game. The heroes, Roddy and Cathy, have unusual powers to help them defeat the Klaptons. Roddy can extend his arms to grab enemies and toss them at other enemies. Cathy, on the other hand, can extend her

"Chain Saucer" to grab enemies and items. There are power-ups to get, and the enemies are really cool (not to mention the Bosses, who are very, very wild!).

Check out Top Hunter if you're in the mood for an action game that will put a smile on your face, and suck the tokens out of your pocket!



The Bosses (like this one) are very imaginative and deadly as well!

GRAB ENEMIES WITH YOUR EXTENDIBLE ARMS!



Our heroes can extend their arms to grab enemies and get power-ups.



Players can jump back and forth between foreground and background.

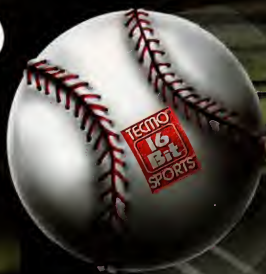


Choose between these four planets and get ready to start your adventure.



If you wish hard enough...

I sure wish
someone would
make a real
baseball game.



...good things will happen.



**REAL
PLAYERS**
© MLBPA MSA

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Super Baseball™

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Nintendo

COMING AT YOU THIS BASEBALL SEASON



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ENTERTAINMENT SYSTEM**

GENESIS™

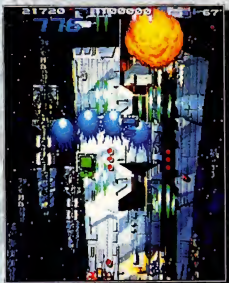


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NEBULARSRAY by Namco



Some of the enemy ships are so big, they take up more than one screen!

Being a big shooter fan can have its ups and downs. Lately, there has been a kind of drought in the shooter department (No doubt this has forced many an alien armada to downsize and cut jobs!). However, every once in a while



Up to two players can play this powerhouse shooter from Namco!

a shooter will emerge as a force to be reckoned with in the arcade scene. Namco's Nebularsray is one of those games.

Using a radical technology which uses sprite layering to achieve a 3-D



The layering of the sprites on-screen produces a noticeable 3-D effect.

effect, Nebularsray displays some of the best graphics ever in a shooter. Please, please try this game out! If you have been waiting for a really great shooter, your collective prayers have been answered in spades!

REVOLUTION-X by Midway



The rock band Aerosmith makes some cameo appearances in Revolution-X.

A corrupt group of maniacs called NON (New Order Nation) has kidnapped Aerosmith and are trying to take control of the nation's youth. It's up to you to stop them in Midway's new

shooting game Revolution-X.

You can play with up to three people as you launch razor-edged CDs at various villains and huge end Bosses. To add even more excitement, the game's



Travel to exotic places like South America in order to stop NON.

music comes compliments of rock superstars Aerosmith!

Save the country's youth, and jam to some of rock's greatest tunes with Midway's latest non-linear wonder!



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WorldCupUSA94™

**ONLY ONE WORLD CUP.
ONLY ONE OFFICIALLY LICENSED
WORLD CUP SOCCER VIDEO GAME.
THIS IS THE ONE!**



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**THE ONE WITH ALL 24 WORLD CUP USA '94 TEAMS!
THE ONE WITH THE OFFICIAL MASCOT!**

World Cup USA '94 brings the world's largest single sport event to the United States. Now you can kick-off against all of 24 finalist teams for the 1994 World Cup. Battery back-up* allows you to save customized options and continue tournament play where you left off. With all the options, this game is easy enough for the beginner or challenging for the expert.



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Instant Replay with VCR-like control shows you the great goal you just scored!



Choose from your roster of players to substitute when one of your team members is injured.



This game has lots of options! Customize your team and formations so you can take on the world's best.



Available for Sega® Genesis® Game Gear®, Sega CD®, Super Entertainment System®, Game Boy®, PC CD ROM.

*Sega Game Gear uses permanent instead of battery back-up.

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Negotiate every mile of Mario's career, from the slide turns in a sprint car, through the drafting in a stock car, to the precise handling of Indy car racing. Without so much as smelling a fume.



Mario Andretti was recently named Driver of the Quarter Century. Now you can mirror the legend's career and take Driver's Ed from the man himself.

FOLLOW IN TIRE

(YOUR CHOICE OF SPRINT,



Right out of the box, use the rookie setting. Work your way up through sprint and stock to the big bucks in Indy cars. Just like Mario.

INTERNATIONAL OUTLOOK

5 GAMES PREVIEWED!!!

Shining Force
CD, Karate Club,
Tetris Flash GB,
Human Tae
Kwon Do,
Mother 2

INTERNATIONAL NEWS

I don't know really what to say in this pitiful little column this month. I've traveled from Osaka to London and back to get you information about the games that are likely to be covered here in the International section in the next few issues. So in a sense, it's like a sneak preview. Get it?

Due to the amount of pages devoted to my section, I've been forced to cut out the side bars detailing what's going on in the International scene. But don't worry, hopefully it'll be back in the next issue.

Despite the sheer amount of work involved, I managed to survive both CSG and ECTS.

At the CSG, Natsume had a hot new shooter, and several of the companies had some really snazzy anime-based games.

London was a bit different. Rather than just deal with video games, computer games were also featured. I tried to search out the games I thought you'd want to see. Speaking of which, Konami has two hot new games for Super NES that I've got in the ECTS section.

Anyway, it's about midnight and I'm hunched over my computer, trying to keep my eyes open. Whew! Yet another issue finished.



WORLD NET

Sega of Japan

Shining Force CD

Mega CD

Puzzle/ Sim.

Release - July

Price - N/A



The latest installment in Sega's fantasy tactical RPG series is actually a coupling of the Shining Force Gaiden and SFG2 which came out for the Game Gear. In making the jump from portable to CD-ROM, the two games have been entirely reprogrammed with vastly improved graphics, sounds, and enemy intelligence routines. It will essentially be a two-in-one game with extra special graphics.

The Japanese word 'Gaiden' translates as 'side story'—although related to the main story of the series, it does not actually constitute a part of it. For example, Shining Force Gaiden covers an adventure undertaken by the children and siblings of the heroes

from the original Shining Force.

I'm hoping it will come out here. We sure could use more of these kinds of games that challenge the brains and not the reflexes. The original Shining Force did well. Why not bring it out over here?



Like before, the battles are played out using detailed graphic cinemas.



When you cast magic, the entire screen is submitted to its effects!



When monsters take over a town, it's up to you to strategically strike them down.



Use military tactics to turn the odds in your favor. They work well.

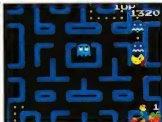


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CAN YOU PASS THE MIZ QUIZ?

The coolest thing about **Ms. Pac-Man** on the **Game Gear** system is:

- ☐ Four classic arcade mazes, plus some all-new layouts.
- ☐ Super-challenging Arcade/Hard level—if you think you're really good.
- ☐ Special zoom view of the action for really graphic ghost-gobbling.
- ☐ 2-player mode that pits the mighty Ms. Pac-Man against Pac-Man himself.



Va-Va-Va Zoom. Get up close and greet what you eat as you gobble those ghosts.



Arcade Tough, No Quarters Required. Think you're really good? Try the Arcade/Hard mode, and think again!



Pac-Man vs. Ms. Pac-Man in 2-player alternating action! That's right—Pac-Man pays a visit to prove who wears the pants.



ALL OF THE ABOVE



GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM

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namco

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150 Charcot Ave., Suite A, San Jose, CA 95131

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Play with real superstars.
See their pictures and stats on-screen.



RBI BASEBALL, the hottest line of baseball games ever, is coming at you with its latest, greatest season — **RBI '94!**

- Game play that's *twice as fast* as RBI '93, plus rotoscoped animation for incredibly lifelike movement of runners, batters and the pitcher!
- On-screen baseball card-style player pictures with their '93 stats.
- MLBPA licensed, which means over 800 real players from 28 real teams.
- More and higher quality music, voices and sounds — featuring audio play assist by Jack Buck.
- Uses the real '94 baseball schedule for a full 162-game season, playoffs and world championship.
- Showcases the new East-Central-West division structure starting this year.

It's not real unless it's RBI '94.



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TENGEN

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RBI™ '94 BASEBALL



DARREN LEWIS



BARRY BONDS



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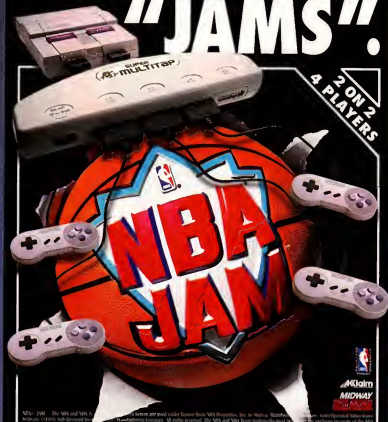


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Appropriate for
all audiences.
General Audiences

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Hey, here's a great "NBA® JAM™" game tip: now 4 of you can jam together. With Super MultiTap.

The best way to play the best games is with the original Super Multitap. From Hudson Soft. The only 5 player adapter. Gamers unite! Super Multitap. The really together way to play. Get yours today.



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Nintendo of Japan

Tetris Flash

Game Boy	
Puzzle	
Release - June	Price - N/A

Here's the Game Boy version of Tetris 2 released last year. As you can see, this game has been given the the full, 13-color treatment for use with the Super Game Boy adapter and SNES. This will be one of the first colorized games.



Culture Brain of Japan

Karate Club

Super Famicom	
Fighting	
Release - June	Price - ¥9,800

This is based on a popular manga comic about a youth gang that pretends to be a high school karate club. To no-one's surprise, this is being prepared as a wild-looking fighting game fully loaded with completely over-the-top power moves.

The renegade students from the comic are fully represented, including a pair of kung fu twins who fight as a team and a slimy bald priest who uses his Buddhist prayer beads to strangle unwitting opponents. This is one of the most intense fighting carts you'll lay eyes on.



The characters have Rage Meters allowing fighters to let loose super power moves.



PLAYED FIRST
GAME OF
EQUINOX.



AFTER YEARS
OF PRACTICE,
STILL TRYING
TO CONQUER
THE THIRD
DUNGEON.



HAD TO SKIP
GRADUATION
CEREMONY,
BUT FINALLY
CONQUERED
THE THIRD
DUNGEON.



STILL LIVING
AT HOME,
NO JOB,
NO FRIENDS,
NEVER KISSED
A GIRL, BUT
FINALLY
DEFEATED THE
GREEN BLOBS
IN THE FIFTH
DUNGEON.



HAVING
TROUBLE
SEEING THE
SCREEN,
AND NEED
TO TAKE
NAPS
BETWEEN
DUNGEONS,
BUT YOU
CAN NOW
GET TO
THE SIXTH
DUNGEON
WITH EASE.



CAN'T SEE
THE SCREEN,
CAN'T HEAR
THE SOUND
EFFECTS,
CAN'T WORK
THE JOYSTICK
AND HAVING
CHEST PAINS
AT THE
THOUGHT
OF THE EVIL
EMPRESS.
FEELING THE
END IS NEAR,
YOU VOW TO
SOMEDAY
COMPLETE
YOUR QUEST
AS YOU
BEQUEATH
YOUR JOYSTICK
TO YOUR
GRANDSON.



WELCOME TO THE 7 DUNGEONS OF
GALENDONIA, AN UNDERGROUND WORLD
FULL OF GHOSTS, BATS, BLOBS, AND EVIL
WOMEN. THEY ALL WANT TO KILL YOU,
BUT DON'T TAKE IT PERSONALLY.



YOUR JOURNEY TO RESCUE SHAGGY
WILL SPAN OVER 450 SECRET
CHAMBERS. WITHOUT YOUR MAGIC
DAGGER, IT WILL SPAN ABOUT
TWO SECRET CHAMBERS.



AFTER A LONG, BLOODY BATTLE WITH
BOSS CHARACTER SING SUNG, YOU'VE
EARNED A STRING FOR GALENDONIA'S
HARP. IT'S A SMALL REWARD, BUT AT
LEAST YOU'RE NOT DEAD.



YOU'VE SURVIVED TO DO BATTLE WITH
SORIA, THE EVIL EMPRESS. NOTHING CAN
STOP YOU NOW, EXCEPT THE GIANT BLOOD-
SUCTIONING BAT THAT WANTS TO GRAB ON
YOUR NECK. GOOD LUCK.



(sure, it's just a game.)



Nintendo of Japan

Mother 2

Super Famicom

RPG



Release - June

Price - N/A

Close to two years after the original release date, Nintendo's first RPG for the Super Famicom finally appears to be nearing completion. Japanese fans have waited a long time, but it seems the wait has been worthwhile.

Unlike typical swords and sorcery RPGs in medieval settings, the series is set in modern day in an imaginary country which appears to be very much like America. But things are not all that normal. Geeg, a strange being from outer space, has infested the land with strange beings who make monsters out of ordinary bugs. Nes, the young hero, and pals travel on a journey to thwart the evil Geeg.



Fight the bugs that have been turned into vicious horrible monsters.



This game is set up in the same manner as most role-playing games.

Human of Japan

Tae Kwon Do

Super Famicom

Fighting



Release - May

Price - ¥8,900

Get ready for full contact chop-socky! South Korea's national sport is coming out as a realistic game. The Korean martial art shares many similarities with Chinese Kung Fu, and is said to be the roots of Japanese karate. Like these sports, the emphasis is on wicked kicks, punches, and chops. Rather than opting for improbable power moves or fatalities, Human stuck to a realistic portrayal of the sort that loses nothing in terms of speed and excitement. You can enter your own fighter with unique attributes



Use roundhouse kicks and sweeps just like in real Tae Kwon Do style fighting.

and moves in a tournament. Every time he wins, your character is powered up, sort of like an RPG.

As one of the few realistic fighting games, it would be worth your time checking this one out. If you ever wonder how Kim Kaphwan (from Fatal Fury 2) trained, here's your chance to see how.



Practice makes perfect. Learn new moves in between matches.



A boot to the head is sure to make one very sore.



HAD TO
MISS YOUR
GRANDFATHER'S
FUNERAL,
BUT YOU
FINALLY
CONQUERED
THE EVIL
EMPRESS.

HE WOULD
HAVE WANTED
IT THAT WAY.



THE JAGUAR 64-BIT SYSTEM.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

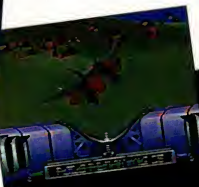
Cuz this is Jaguar.™ And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your

way out. Not to mention the 17-button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.



"Game of the Month"
— Diehard Game Fan

THE GALACTIC WAR HAS BEGUN.

Do you know where your pods are?

CYBERMORPH™

The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriffon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

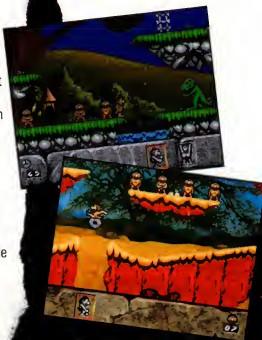
FIRE GOOD. LOSING BAD.

EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



ATARI
MADE IN THE USA

For game tips and hints, call 1-800-737-ATARI.
95¢ per minute. If you are under 18, be sure to get
a parent's permission before calling. A touch-tone
telephone is required. USA only.

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JAGUAR™ 64-BIT.

THE MOST POWERFUL
HOME VIDEO GAME SYSTEM
EVER INVENTED.

"Perfect"
—Electronic Gaming Monthly

MILITANT ALIENS.

You can't live with 'em.
You can't play without 'em.

RAIDEN™

Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.

THE NAME IS MCFUR. TREVOR MCFUR.

TREVOR MCFUR IN THE CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



JAGUAR™

6 4 - B I T

GET BIT.™

INTERACTIVE MULTIMEDIA SYSTEM

Sunsoft of Japan

Panorama Cotton

Mega Drive



Shooter

July

Unknown Price

The 3-D arcade shooter, under development by Success, will be coming out under the Sunsoft label. It's based on a very cute arcade shooter with a 90 degree twist.

Play as Cotton, a young witch in training, who must get astride her flying broom to fight the hordes of evil beings set loose on her world. Helped by the fairy, Silk, lots of magical spells can help take out the bad guys.



The screen scrolls by in a 3-D perspective to add a new dimension of game play.



Cotton and Silk must brave dark caves and a multitude of scary enemies.



Cotton's latest adventure is visually awesome.

In Osaka, Japan

EGM went to the CSG show in Osaka, Japan, to bring you the latest and greatest softs from the Land of the Rising Sun. Here's a sneak preview of what's to come.

Bullet-Proof Software of Japan

Metamor Kid Goomin

Super Famicom



Action

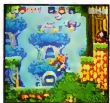
July

Unknown Price

Here's a neat concept in action games. Goomin is a young boy who must rescue his grandfather from a nefarious witch. At first, he has to do all his fighting with a large sledgehammer. However, by beating stage Bosses, Goomin picks up animal outfits that give him special powers. With interesting game play, intricate graphics, and the cool strategy of the suits, Goomin looks to be a hit!



Whack enemies with the sledgehammer and save your innocent grandfather.



Takara of Japan

Bow Pop 'N Smash

Super Famicom



Action

Now

¥7,800

Bow, the canine hero of a popular Manga and anime series (who resembles Spuds McKenzie), makes his game debut. The game is very simple—it's your basic air hockey type setup with added pinball features. Score more goals than your opponent and you win! For variety, players get to choose main characters from the anime, each with different skills and attributes. The rackets can be replaced with shovels, baseball bats, and other handy tools for hammering wicked line-drives and special attacks (which are plentiful).

A simple game, sort of like Pong for the '90s, but with enough spice to keep it interesting and fun. Fans of the anime and younger players should have a blast with this one. I bet you never heard of Bow or his tales before! Chalk this one up to the growing anime-based games.



Try to score more goals than your opponent!



Replace your racket with shovels, baseball bats, and other handy tools!

You say you want a 16-bit REVOLUTION!

IT TAKES A LOT to start a revolution and even more to make it successful. After all, you need guns, money and leaders who can rally the people. In Koei's newest strategy game **Liberty or Death**, we've supplied you with these basics plus a few really cool extras.

It's THE SUMMER of 1775 and the colonists in America are fed up with British rule. As George Washington — Commander-in-Chief of the Colonial forces — here's your chance to relive the great battles of the American Revolution.

It's up to you to raise the funds needed to supply your troops, build forts and forge new weapons. On the tactical side, launch battlefield attacks or damaging guerrilla ambushes to inflict

the most damage on your British counterpart, Thomas Gage and his army of Red Coats. You can also take control of the seas with your fleet or dispatch fire boats to wreak havoc on the British Navy.

The smell of revolution is in the air!

- ★ Lead British or Revolutionary Divisions
- ★ Choose George Washington or Thomas Gage as Commander-in-Chief
- ★ Use your Fleets to gain control of the seas
- ★ Experience historical events as they happen
- ★ Call on your advisor for words of wisdom

Super Nintendo Screens shows



Position your troops carefully on the battlefield



Brief your forces on the next plan of action



Will it be George Washington or Thomas Gage?

Liberty or Death™

KOEI

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Burlingame, CA 94010

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& IBM PC Compatibles

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GENESIS™



SUPER NINTENDO

INTERNATIONAL OUTLOOK

Sunsoft of Japan

Ninja Boy Sasuke

Super Famicom



Action

Unknown Date

Unknown Price

Something nasty is afoot in medieval Japan where noblemen engage in brutal warfare for control. The only one who can stop the impending crisis is a young ninja named Sasuke. Armed with his throwing stars and katana, Sasuke must battle his way through side-scrolling levels steeped with danger.



Jaleco of Japan

Super Ninja Boys

Super Famicom



Action

July

¥9,800

Here's the sequel to the classic Famicom game of '89. This side-scrolling action game takes place over eight stages of wacky Oriental weirdness where ninjas of all sorts rule.

Play alone or team up with a friend. You'll collect more and more weapons the farther along you go, and you can even do two-player combo attacks!



Natsume of Japan

Wild Guns

Super Famicom



Action

Unknown Date

Unknown Price

The folks that brought you the superb Pocky & Rocky shooter have come up with an entirely new kind of 3-D shooting action game. Unlike standard 3-D shooters (where all you see on the screen is your gunsight or your aircraft), this Wild West action keeps the player-character on-screen (a cowboy named Clint or a cute saloon girl) together with the gunsight. That means you must keep your character moving, while still trying to aim your own gunsight.

Don't worry, it's not as tricky as it seems. In fact, it's a lot of fun, especially if you get a friend to join in on the mayhem.

Since this game is so cool, we'll try to bring you more information on this unique kind of game in the next issue of EGM, so stick around partner for what looks to be one of the hottest shooters in the West. (err... East)



Take out the menacing robots that have taken over the frontier planets.



The giant robots that appear often take up the entire screen.

Namco of Japan

Yuyu Hakusho 2

Super Famicom



Fighting

June

¥9,500

This is the latest addition to the long and still growing list of fighting games based on popular animes such as Dragon Ball Z, Ranma 1/2, and the Fist of the North Star series. Unlike cheesy conversions whose only saving grace is the use of anime characters to sucker hapless fans (hello, Fist of the North Star 7!), Namco has made sure this game will be able to stand on its own merits. Each fighter has been endowed with four basic punches and kicks as a start. After that, every character has four moves requiring tricky controller movements. Better still, everyone has a super power mover that they can only do when their hit points are close to zero and their spirit meter is fully charged.

Even if you don't know the anime, this game provides plenty of entertainment value. It even has decent graphics to back up the game play.



Some of the special moves are truly awesome to see in action.



Even if you haven't heard of the anime, you'll like this wicked fighting cart.

INTERNATIONAL OUTLOOK

Pack-in Video of Japan

Tsuri Taro

Super Famicom



Simulation

July 8

¥9,800

The setting of this game is in the rivers and lakes of Japan where you must first scope out ideal spots and cast your line. After choosing your gear and your lure, go after 15 different kinds of prey, ranging from simple crayfish to the huge legendary fish known as the Master of the River who is the envy of all fishermen.



Media Rings of Japan

Zero-4 Champ RR

Super Famicom



Racing

Unknown

Unknown

This isn't your typical racing game. It focuses entirely on one-on-one quarter mile or 1,000 meter drag races that are decided by mere seconds. You start out with a basic car, and you have to do various jobs in the form of mini-games to get money. Build up your car and go for the glory. Can you build the ultimate car?



Namco of Japan

J. League Soccer Prime Goal 2

Super Famicom



Sports

July

Unknown Price

J. League, the Japanese pro-soccer league, kicked off its second season in great style with sell-out crowds guaranteed for every match into August. Namco, being the first major to release an official J. League game with full rosters, scored a huge hit with the original Prime Goal last year. The sequel is shaping up to repeat that success this summer. The team rosters have been changed to reflect their real teams, which includes two new teams. The game has been made much faster for wilder, speedier action. Player substitutions and formation changes have also been added in for purists.



With World Cup fever rising over here, it would be nice to see this translated as a World Cup game.



The action is fast-paced and very intense. Not for the faint of heart.

PRIME GOAL 2



The shootout scenes are drawn well in an already nice game.

Quest of Japan

Tactics Ogre

Super Famicom



War Sim.

Unknown

Unknown

This is the sequel to Ogre Battle, an awesome real time war simulation that took the Japanese gamers by storm. (Ogre Battle will be released by Imagineer over here. Trust me, it is one fantastic game that's easy to play, and impossible to put down.)

Although a sequel, Tactics Ogre features an entirely different type of game system using 3-D maps for maneuvering teams of crusaders in chess-like moves. Teams can be composed of a huge variety of characters including knights, valkries, vampires, giants, and many others. Each character has its own abilities to cast devastating spells and do massive damage.

Ogre Tactics has terrific graphics and an extremely intricate game system. This game is certain to become a smash hit with the Japanese gamers.



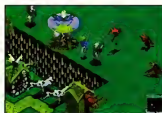
Violent magical forces will help you out if you have spellcasters.

Tactics Ogre



Follow the story between battles, and use the info for your strategy.

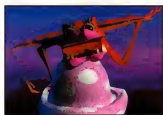
CLEARLY, SOMETHING HAS STARTLED MR. COW,
AND IT AIN'T A PAIR OF COLD HANDS.



YOU GOT A VILLAGE.

FARMS. HUTS. KNIGHTS. PEOPLE TO
BOSS AROUND. AND A COW.

LIFE IS GOOD. BUT THEN YOU GET THESE VISITORS.
THEY'RE FAT. THEY DROOL, BURP, AND SMELL LIKE AN
OUTHOUSE. THEY COME IN HORDES, EATING YOUR 3D
TEXTURE-MAPPED HUTS, TREES, WOMEN, CHILDREN, AND
WORST OF ALL, YOUR COW. YOU TRY TO TRASH THEM



WITH YOUR SWORD, BUT IT AIN'T EASY.
AND THEIR GUTS GET ALL OVER YOU.
LIFE STARTS TO SUCK. YOU'VE MET

"THE HORDE", MY FRIEND. AN ORIGINAL GAME WITH CD-QUALITY LIVE
ACTION VIDEO, DIGITIZED MUSIC AND DISGUSTING EATING SOUNDS. AND A
CAST OF ACTORS WHO CAN ACTUALLY ACT; LIKE
KIRK CAMERON AND MICHAEL GREGORY.
YOU BUILD WALLS, MOATS, AND DEATH



PITS. AND YOU HIRE AN ARCHER TO HELP FEND THEM OFF. AGAIN THE
HORDE ATTACKS. YOU SAVE THE COW, BUT THEY EAT YOUR HUT, YOUR

THE HORDE™



CORN CROP, AND THAT GIRL NEXT DOOR YOU HAD YOUR EYE ON.



HOW LIFE REALLY SUCKS. AND IT AIN'T ABOUT
TO GET ANY EASIER. THE EVIL HORDLINGS
GROW BIGGER, FASTER, EVEN SMARTER.

(AND YOU HAVEN'T EVEN MET THE EVIL CHANCELLOR YET.)

DEAR READER, WE PRAY YOU'RE THE SORT WHO LEARNS
QUICKLY. 'CAUSE THIS STUFF'S

CRYSTAL DYNAMICS™

HAPPENING ON 32 BITS. ENJOY, MY FRIEND. AND GOOD LUCK.

IBM® PC
PC-CD
& 3DO™

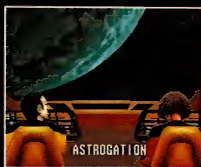


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Report To



Welcome aboard the U.S.S. Enterprise. The bridge is under your command.



Your mission: Chart a course through unknown worlds to confront the Deranzonizer—the most powerful device in the galaxy.



Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.

The Bridge.



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Starfleet has appointed a new Commander of the Starship Enterprise*: You.

In "Future's Past," the new Star Trek: The Next Generation® episode for Super Nintendo®, you can be any of your favorite crew members on the U.S.S. Enterprise*. Travel at warp speed. Transport to distant planets. And... BOLDLY GO WHERE NO ONE HAS GONE BEFORE*.

STAR TREK THE NEXT GENERATION®

"Future's Past"

 Spectrum
HoloByte

SUPER NINTENDO
ENTERTAINMENT SYSTEM



Also coming soon on IBM CD-ROM and 3DO.



Will you need Dr. Crusher's™ healing power or Worf's™ strength? The fate of the Federation hangs on your decision, Commander.



Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.



You've won this encounter with the Romulans™, but they'll be back. Will you be ready?

System 3 Arcade Software LTD. UK

Putty Squad

Super Nintendo



Action

Release - N/A

Price - N/A

The sequel to Super Putty, Putty Squad once again puts you in the role of a roving chunk of what else ... putty! You can traverse a huge world of obstacles using your blob-like abilities. Like the original, this one has a sense of humor.

This is one of those games that no one really takes notice of. It is a fun game with a lot of neat ideas. Maybe it will come out over here.



The detailed graphics in Putty Squad add a realistic feel to your adventure.



There are many levels in which you must use your elastic skills.



As can be expected nowadays, cinema displays move the plot along.



EUROPEAN COMPUTER TRADE SHOW

To keep up with the latest news in Europe, the EGM editors flew out to London to see what was up and coming. Overcoming waves of jet lag and blistered feet, we've got the news for you. Hope you enjoy our suffering. Big items at the show were two new Konami games that look hot. The Jaguar also had a big showing. The Amiga CD had several titles too. This is just a hint of what is to come out of Europe.

Konami UK

Sparkster

Super Nintendo

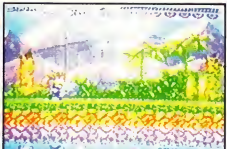


Action

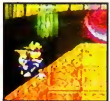
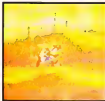
Release - N/A

Price - N/A

Sparkster is the hero from Rocket Knight Adventures, and now he's appearing in a brand new adventure for the Super Nintendo. The graphics and animation beat out the amazing Genesis game. That's saying a lot, considering the Genesis game was so cool. Sparkster looks really hot. I just hope that this great game comes out in the States. Look to EGM for more information.



Sparkster is the brand new adventure of Konami's opossum hero.



Psygnosis LTD. of Europe

Sensible Soccer

Mega CD



Sports

Release - N/A

Price - N/A

While I quite haven't figured out why they call it sensible yet, this soccer title was one of the more interesting ones at the show.

Not only is it on Mega CD, where sports games are kind of rare, but it also has many more options than similar titles.

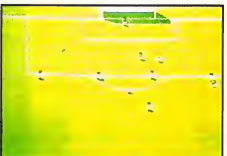
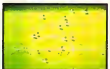
From the very start, it contained that "soccer" feel with full-motion video. The on-screen players, which were seen from a bird's eye view, seemed a little bit too small. Still, the action moved very fast.

Like I wrote earlier, there are a great number of options—so many in fact that I can't even begin to summarize them here.

Soccer games on CD? Doesn't happen very often, so I guess this is one you'll probably want to see. Overall, not too shabby.



Sensible Soccer for the Mega CD has an amazing amount of playing options.



The overhead view shows you all of the action from way up top.

ANATOMY OF A HERO

No greasy kid stuff here.

The only part of Lester that's bullet proof.

Support unit for massive brain.

All weather gear. Very rugged! (and that sweat never shows!)

Hey, a hero has to get inspiration from somewhere.

Built to survive a 100-year flood!

Leap confidently into hostile terrain!

Unlikely is a kind word for Lester. This nerdy boy is marooned on

Nature's answer to personal radar. a desert island that

is crawling with pirates! All Lester wants is to go home. Between the beaches and his home lies an adventure so incredible, it might just make a man out of him! Digitized graphics brings Lester's every jerky step to life in true Geek-O-Rama action!

Solve riddles, use items and grab treasure in the hottest game to test any kid. Hey, jam it in their face and you may even get a kiss from Tikka, the jungle babe!

- 8 Megs of hilarious action and heroic adventure!
- Smooth animation makes it feel hel-a-real!
- Use boomerangs, racks and props to escape the savage island!
- Over 14 levels of mind-popping puzzles, daring challenges, and deadly traps await Lester.



DTMC Inc.
370 Convention Way, Suite 202
Redwood City, CA 94063

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INTERNATIONAL OUTLOOK

Core Design of Europe

Heimdal 2

Mega CD



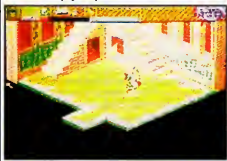
Adventure

Release - N/A

Price - N/A

At the ECTS, Core Design showed off Heimdal 2, which will be going to the Mega CD, and may even come out in the States.

Like the first one, expect a blend of action mixed with puzzles. The graphics looked good. There's not much news in terms of a story line just yet. We'll keep you posted.



SCI - Sales Curve Interactive UK

Mr. Tuff

Mega Drive & SNES



Action

Release - N/A

Price - N/A

Coming to both the Mega Drive and the Super NES, Mr. Tuff is a neat side-scroller with loads of techniques. Innovative game play and good graphics made this one of the games that really stood out at the show.

There were lots of things to interact with and the game was really challenging. A cool concept.



Krisalis Software LTD. of Europe

Soccer Kid 3DO

3DO



Action

Release - N/A

Price - N/A

The cute little action game Soccer Kid is coming out for the 3DO by Krisalis Software LTD. The graphics have been enhanced greatly over the 16-Bit version and a brand new soundtrack is here.

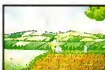
Travel around the world using your soccer ball as a weapon and a tool. You can jump on it to get higher, and you can peg an enemy in the head with it. Just like in real life!

This is your basic side-scrolling adventure with cutie graphics and complex play mechanics. This cart stands out simply because there aren't all that many games like this for the 3DO system.

Don't let the name fool you. You don't have to know about sports for this one. It's a good clean action game. Soccer Kid requires technique, and use of your noggin, in more ways than one.



The soccer ball is a valuable tool in getting wherever you want.



Collect fruits and power-ups to get points—and fill your empty stomach!

Konami UK LTD.

Wackyland of Sports

Super Nintendo



Sports

Release - N/A

Price - N/A

Tiny Toons: Wackyland of Sports is on its way. This is what you'd get if you combined those loony cartoons with the Olympics. Pick and choose your favorite character like Buster Bunny, Babs Bunny (no relation), Hamton, and the ever popular Dizzy Devil. These goofy toons will have to duke it out in a number of crazy events. For example, there's a weightlifting event, a target range (using Monty's head as a target, might I add), and even a 3-D Mode 7 hang gliding event that's sure to have its ups and downs.

Though the picture quality of these photos are bad, the game really does look great. It would make a terrific addition to the line of Tiny Toons games.

If you are a big fan of those adorable cartoons, then you'll probably want to wait for this one.



Buster must learn how to hang glide, otherwise he'll end up in the drink.



The weightlifting sequence features great animation of the characters.

WHERE MONA LISA MEETS "THE KID"



The new X'EYE Multi Entertainment System from JVC plays Sega Genesis™ & Sega CD™, Compton's Interactive Encyclopedia™, Electronic Books, Karaoke CDs, CD+G Graphics, and Music CDs.

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PROLOGUE



MODE
7



The beginning is quite simple. It all starts out with Tina Branford and two Gastoria Empire soldiers. They are on a mission to crush the Resistance, and acquire a mythical beast that is encased in ice. It sounds easy, and you are only following orders ... but something seems wrong.



THE GOOD

Everything. This game gets a 10 in my book. It's huge, beautiful, in-depth, and sounds terrific.

THE BAD

Your social life after you get this game. Once you start, you won't quit till the game's won.

THE UGLY

Your body after you don't get up to get food or go to the bathroom. You'll be glued to the screen.

TINA BRANFORD



Controlled by the Empire, this heroine soon becomes important.

Find the frozen monster. It'll knock out Tina.



Tina (while unconscious) will have flashbacks about her past.

The legend of the Final Fantasy series continues in the sixth installment of the saga.

The evil Gastoria Empire is trying to crush the people of the land, and they do not care what they have to do to accomplish their goals. They have already subjected their own people to mind control devices, and they enforce their iron will with magic-powered mechs.

Final Fantasy VI is the story of the people who are trying to put a halt to the evil permeating the land. It will be a very personal journey for each of the many warriors. Some are seeking honor, others revenge.

This huge 24-Meg cart boasts some of the most amazing graphics ever. The soundtrack is better than anything we've heard before. The story is long and convoluted, plus there's so much to explore.

It will take time and effort to save the realm, and perhaps some sacrifice. No matter how you look at it, you'll be in for a grand adventure.



She's saved by an old man, but she gets captured in the caves...



FACT FILE FINAL FANTASY VI

MANUFACTURER	# OF PLAYERS
SQUARE OF JAPAN	1
DIFFICULTY	AVAILABLE
HARD	NOW - JAPAN
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEG	N/A
THEME	% COMPLETE
RPG	100%

FINAL FANTASY VI

LOCK COLE

He's known to most as a thief, but he calls himself a treasure hunter.



Lock Cole decides to save the poor girl from her plight, together with a small army of Moglis (they look sort of like Mooglees from Secret of Mana). This is played out like a military sim. Maneuver your furry troops to take down the packs of hunting dogs that are

after Tina Branford. After the battles, Lock decides to take her to King Edgar Figaro, who happens to be helping the Resistance fight the Empire. Their trip there will be treacherous indeed.



An agent of the Emperor, Kefka discovers Edgar's treachery, and demands Tina or the palace will be set aflame. The noble King refuses and the castle is soon on fire. Edgar orders the palace to sink under the sand while he, Lock, and Tina escape on Chocobo. Then they are pursued by mechs.



EDWARD FIGARO

A noble king who is secretly supporting the Resistance. He can use guns!



After going through a small cave, the party ends up in the town of South Figaro. It is here that they will first meet the elusive ninja, Shadow, and his dog, Interceptor. He won't join them yet. From here they must work their way to the secret Resistance headquarters.



This photo ain't blurry.

**It's just *how you're*
gonna *see me***

**after I knock
your sorry *self*
to the blacktop
and dunk
on your *head*
*ten times.***



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Game.™**

TRICKS OF THE TRADE

IS THE TRICKMAN GETTING COLD FEET?

The wedding is a little more than a week away, and Terry is as nervous as a long tailed cat in a room full of rocking chairs! It took most of the Sendai staff and a couple of bloodhounds to find him after he totally freaked out and ran away. It turns out that he was hiding in the closet in his quaint little condo (which his loyal readers helped him get). When asked why he did it, Terry just mumbled some trick-speak and passed out. Don't let the Trickman back out of his wedding! Show him your support and care by sending your new and awesome tricks to:

Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, Illinois 60148.

If your trick, code, cheat, or tip gives Terry moral support and helps him get to the church on time and say, "I do," you'll get your name in the best video game mag, EGM, and you will also receive a free game for the system* of your choice. See the come-a-burning fine print below for details of the allowable systems.

Rates that we put in print to keep our buyers happy and create eye-eyes. Sendai Publishing Group, Inc. is not responsible for the submission of similar or identical tricks, and is not obligated to award the game gifts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. You must print your name and address on the actual letter for us to give you credit. Final selection of games is up to us. *The allowable game systems are: NES, Game Boy, Genesis, Sega CD, Data East, Game Gear, and Super NES. Void where prohibited by law.

Sonic the Hedgehog 3

Genesis Sega

Level Select and Debug

When Sonic is flying in after the SEGA logo, quickly put in UP, UP, DOWN, DOWN, UP, UP. It's hard to do. Keep trying.



After you hear, "SEGA," take controller 1 and do this trick very quickly on the pad: UP, UP, DOWN, DOWN, UP, UP, UP. If you did it fast enough, you will hear a ring. This must be done before the Title Screen appears. On the Title Screen, move down past "Competition" and you will get to a "Sound Test." Go into the Sound Test and you will get a screen that allows you to select from any level (except Mushroom Valley

TRICK OF THE MONTH

SEGA

Do the level select trick quickly when you see this screen.

and Sandopolis). If you want the debug to work, just highlight any zone, hold the A button, and press START. If you see scrambled numbers in the upper left-hand corner, it worked! Press button B to be an object, A to change sprites, and C to duplicate.

Michael J. Kitzlar
Berwyn, IL



After you choose "Sound Test" on the title, you'll get this!



Hold A and press START on the level select for the debug.

WIN AN AWESOME CONTROLLER FROM STD AND EGM!!

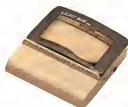
Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAM-PAD, or SGPROGRAMPAD-2! We're looking for the "Trick of the Month" to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc. that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller, and a free game for the (allowable) system of your choice! Contests like this come only from the Biggest and Best Video Game Mag, EGM!



OFFICIAL RULES AND CONDITIONS: 1. No Purchase Necessary. No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address (including your city, state, and zip code) in a letter containing your trick codes and mail to: Tricks of the Trade, Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois, 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by May 15, 1994. Sendai Publishing assumes no responsibility for lost, mutilated, late, damaged, incomplete, postage due, or misdirected entries. Sendai Publishing reserves the right to cancel this contest at any time with no explanation. 2. Winner: Winner will be judged based on their code's uniqueness, novelty, accuracy, and the fact that said code is not already known by the judges. The judges will be from the Trickman Publishing Group and their decision is final. Nominations with any entry guarantees may result in disqualification. All entries and copyrights become the property of Sendai Publishing Group and will not be acknowledged or returned. By entering, winners agree to be bound by the rules of this contest and judge's final decision. 3. Prize: Each Winner shall be awarded one of the following prizes: (1) SNPROPAD; (2) SGPROPAD-6; (3) SNPROGRAM-PAD; (4) SGPROGRAMPAD-2. All prizes not claimed by a Prize Winner within thirty (30) days following notification by Sendai Publishing shall be donated to charity. No substitutions of prizes are allowed except at the option of Sendai Publishing. 4. Void where prohibited by law. 5. Prizes are non-transferable. 6. Prizes become voidable. 7. Eligibility: Sweepstakes open to residents worldwide. Prize winners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sendai Publishing and/or its release. Employees of Sendai Publishing and their affiliates are not eligible. Neither Sendai Publishing Group, Inc. or STD Entertainment, or their respective affiliates, subsidiaries, divisions, or related companies, are responsible for any damages, losses, or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state and federal laws are the sole responsibility of the Prize winners. 8. Prizes are awarded within 18 months of age. The prizes will be awarded by the parent or guardian of the winner and shall be signed by the parent or guardian if applicable. 9. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 10. Sponsor: Contest sponsored by Sendai Publishing Group, Inc. and STD Entertainment (USA), Inc. Copyright © 1994 Sendai Publishing Group, Inc. SNPROPAD, SGPROPAD-6, SNPROGRAM-PAD, and SGPROGRAMPAD-2 are all trademarks of STD Entertainment (USA), Inc.

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CHEAT SHEET

Super Empire Strikes Back JVC / Super NES

Debug Screen

At the Title/Selection Screen, take controller 1 and press these buttons in this order: A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X. If you did the code correctly, you will hear Darth Vader say, "Impressive" (Note: Don't reset the game if you mess up the code. Turn your Super NES off and then on again every time you want to do the trick). Now, go into the game. While you are in any stage, take controller 2 and press and hold the top L and R buttons simultaneously. This will get you into the Debug Mode. In here, you can change your area, stage, number of lives, health, and weapon. After you choose your options and go back into the game, you can press START on controller 2 to clear the entire stage!

Super Empire Strikes Back

Super NES	JVC
99 Lives, Thermal Bombs & Jedi Powers, etc.	

Do any one of these codes from the Title/Selection Screen. You can do a variety of codes to enhance the game.



These secret helps will give you the advantage to help you win this game! All of the codes are to be done with controller 1 at the Title/Selection Screen. If you enter them correctly, you will hear Darth Vader say, "Impressive" (Note: Do not reset the game when you do these codes. They will not work this way. Turn your Super NES off and then on again every time you want to do any of these tricks).

99 Lives - At the Title/Selection Screen, press X, Y, B, B, B, X, A, Y, Y, B, A, X, Y.

Start with All Jedi Powers - At the Title/Selection Screen, press X, B, Y, X, A, A, X. **Unlimited Thermal Bombs - At the Title/Selection Screen,** press A, X, B, X, X, A, Y.

Unlimited Thermal Bombs and Start with All Jedi Powers - At the Title/



At the Title/Selection Screen, do any one of these codes.



One of the codes will allow you to start the game with 99 lives!



You can put in a code to get unlimited Thermal Bombs.



Another code will give you Jedi powers from the beginning.



Do a combined code for The Force and Thermal Bombs.



Warp to the last Boss, Darth Vader, for a final fight finish!

Selection Screen, press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, Y, A, B, Y, X. **Skip to Final Battle with Darth Vader - At the**

Title/Selection Screen, press A, X, B, A, Y, X, B, A, A, X, B, B, Y, X.

Frank Fleming
Andover, NJ

Sonic the Hedgehog 3 Sega / Genesis

Turn into Super Sonic

After you do the level select and debug code (refer to page 98), you can use the debug to turn yourself into Super Sonic without getting all of the Chaos Emeralds. With the debug on, go into any level and press button B to turn yourself into a ring. Then press A to turn yourself into a monitor. Now, press button C to duplicate the monitor, and then B again to change back into Sonic. Jump on the monitor and you will become Super Sonic!

Virtua Racing

Genesis	Sega
Play on Backward Tracks	

When the "Sega" logo appears, hold A & B, and when the title appears, press START. Pick the backward Virtua Racing title.



To do this trick, wait until the "Sega" logo appears and hold buttons A and B up simultaneously. At the Title Screen, press START while still holding A and B and UP. Go to the Mode Select Screen. Choose the backward Virtua Racing logo!



Do the code when the large "Sega" title appears.



You will notice that all of the tracks have been reversed!



Get to the Mode Select Screen and you'll have a new option!



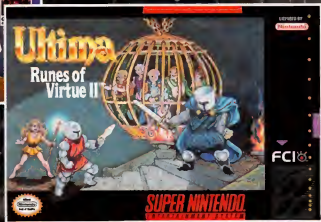
Play any track and you'll have a new, backward challenge.

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FCI
Not Just Kid Stuff

CHEAT SHEET

Tempest 2000 Atari / Jaguar

Level Skip

On the Main Game Menu Screen, move the pointer to the game you want to play, but don't hit a fire button to select the game. Press and hold these buttons simultaneously: 1, 4, 7, *. Next, press the A button to select the game while holding the above four buttons. You will hear a confirmation voice (either "Yes" or "Excellent"). The game will appear to play normally, but when you press the OPTION button, you will be warped to the next level and given points accordingly!

Erik S. Pillier
Modesto, CA

GAME GENIE

Sonic the Hedgehog 3 Sega / Genesis

Game Genie Code

You must have a Game Genie peripheral for your Genesis to make this code work. This code will give you the Level Select and Debug code automatically, without entering a manual code. The password is:

AA6T-AAXC

Now, just choose the One-player Mode on the Title Screen. You'll access the Level Select Screen. From here, you may choose your stage by highlighting it, holding button A, and pressing START. This will give you the Debug Mode.

Total Eclipse

300 Crystal Dynamics

Secret Codes

When you want to do these tricks, you must do the trick for the Little Skull Screen and then do any of the other codes.



To do any of these codes, you must first begin any game. At any point in the game go back to the Option Screen. If Game Start is highlighted, you will see the words, "Resume Game" on top of the picture on the right side of the screen in the Option Screen. Now, take the first controller and press the following button combination on the pad: B, A, C, A, B, A, L, press L and R buttons simultaneously, X, X. This will bring you to the Little Skull Screen. At this point, two other codes can be done for different results. **Free Flight Zone:** Take the control pad and press L, A, B, L, A, B, X, X, X. This will let you access a free flight zone on Ice World. This is a never ending level, free of



Start a game. Return to this screen and do the code.



You can do more codes from that screen, like Free Flight.



After you do this, the Little Skull Screen appears to the right.



Press START at the Little Skull Screen for the Big Skull Screen.



From the Big Skull Screen, you can enter the 99 ships code!

enemies. You can practice flying, picking up shields, etc. **99 Ships:** Here is the answer to the Most Wanted Trick in EGM #551! In the Little Skull Screen, press START to get the Big Skull Screen. Now, take the control pad and press A, A, B, B, C, C, L, L, R, R, START. You will get to restart the game from the beginning with 99 ships! This will give you the ultimate advantage!

Super Metroid

Super NES Nintendo

Gain All of Your Energy Back

When you have the required amount of weapons and your power is down, do the trick shown below to gain energy.



With the controller's default setting, you must have at least 10 missiles, 10 super missiles, 11 power bombs, and 50 points or less in your Life Meter. Your reserve tanks must also be empty. At any point in the game, roll into a ball and press the SELECT button three times. Drop a power bomb with the



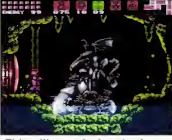
When your energy is low, roll into a ball. Drop a power bomb.



You will be engulfed in white light and your energy will rise!

X button. Keep X held and also press and hold these buttons on the controller simultaneously: L button, R button, and DOWN. Once you do this, the bomb will make the screen white. Then you will see Samus floating in a ball of white light while 14 of your Energy Tanks get filled.

Note: This trick was done on a Japanese version of the game. The trick may or may not work on the American version.



This will use 10 of each of your weapons, but it's worth it!

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CHEAT SHEET

MLBPA Baseball Electronic Arts / Super NES

Interesting Codes

To activate these power-ups, go to the Password Screen and put in any of these passwords for different results:

PWPR - Power Pitching
PWRHT - Power Hitting
RBBR - Rubber Field
ZZNG - Turbo Throwing
XXXX - Simulation Mode
BRRR - Ice Field
NNTH - The Challenge
VRRRM - Hyper Running

FIFA International Soccer Electronic Arts / Super NES

Cheat Codes

In the Game Setup Screen, access the Options Mode and press these buttons to activate many different codes:

Super Kick - Press B, A, B, B, B, B, B, B, B.
Invisible Walls - Press Y, Y, Y, X, A, A, A, B.
Crazy Ball - Press X, A, B, Y, Y, B, A, X.
Crazy Curve Ball - Press B, A, R, B, Y, L.
Super Goalie - Press A, A, A, A, Y, Y, Y, Y, Y.
Dream Team - Press A, A, B, B, Y, Y, X, X.
Super Offense - Press R, R, R, R, L, R.
Super Defense - Press L, L, L, L, L, R, L.

Choplifter 3 Extreme / Super NES

Sector Codes

Here are some codes to get you through the game:
Sector 2: SHNLNTS
Sector 3: CDGGBVN
Sector 4: WHTDFFN

Eric Matz; Dubuque, IA

Streets of Rage 3

Genesis

Sega

Stage Select

At the Menu/Select Screen, press and hold B. Press UP and move to "Option." With these buttons held, press START.



At the Selection Menu, hold button B. Now, press UP and hold it. With both of them held, and the word, "Option" highlighted, press START. You will hear a confirming tone. Now choose "Stage Select" from the Option Menu. You may now choose your starting round!

(Note: The trick was done on a pre-production cartridge. The trick may or may not work on the production version.)



On the Menu/Selection Screen, hold B, UP, and press START.



If you hear a tone, it worked! Go to Stage Select and start.



You can now choose the round and scene of your choice!



You will be able to access later levels. Try to beat the game!

The Ninjawarriors

Super NES

Taito

Stage and Area Select

When the Title Screen appears, hold X and Y. With the buttons held, press A, A, A, B, B, B, A, B, A, B, A, B.



At the Title Screen, press and hold buttons X and Y. With these held, enter A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. This will bring you to the Stage Select Menu Screen. Do the same trick at this screen, and you will get an Area Select added to the menu. Now you can choose where to start your fight!



Get further in the game with the Stage and Area Select trick!

The Peace Keepers

Super NES

Jaleco

Become Super Flynn

When your energy is extremely low, hold the R button and do a fireball motion and then press X for a temporary Super Flynn.



To do this trick, you must be Flynn. Make sure he has an extremely low amount of energy left. When you're facing right, take controller 1 and hold the top R button. With it held, do a fireball motion with the pad (DOWN, DOWN-RIGHT, RIGHT) and then press the X button. Flynn will have a temporary super body!



When you have very low energy, do the trick with Flynn.

Streets of Rage 3

Genesis

Sega

Play as the Boss, Shiva

After you defeat Shiva, hold button B until the next stage. Get defeated and cycle through the characters to get to him.



To play as the Boss, Shiva, you must get to him in the game. As soon as you beat him, press and hold button B immediately. Hold the button through the cinematics, until the next stage. When you get killed and are asked to continue, cycle through the characters until you get to Shiva!

(Note: The trick was done on a pre-production version of the game. The trick may or may not work on the production version.)



After you defeat Shiva, you can do the trick to play as him!

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CHEAT SHEET

MOST WANTED TRICK

This month's Most Wanted Trick is for the awesome game, Super Metroid for the Super NES! There is a rumor that you can play as Samus without her armor. If you own a Nintendo and played the original Metroid, you may recall that there was a code to play as Samus without the Power Armor. This was commonly known as the JUSTIN BALEY code. Could a similar trick also be in the Super NES version? Many people are wondering if this trick exists! If you can confirm any truth to this rumor, send it in! Please do not send in bogus tricks, as these are a waste of time (the Trickman hates those). Also, if the trick exists and you find it before we do, you'll get your name in our awesome magazine. Also, you will win a free game for the allowable system of your choice! (See page 98 for details on allowable systems)



Can you play as Samus without her armor? Find out!

Bram Stoker's Dracula

Genesis

Sony

Stage Select

When the battlefield scrolls, press DOWN, RIGHT, A, C, UP, LEFT, A. In the game, pause and press UP to change levels.



In the beginning, when the battlefield is scrolling, enter this code with pad 1: DOWN, RIGHT, A, C, UP, LEFT, A. You'll hear a laugh. Begin your game and push START to pause. Look at your score and press UP on the pad to get the number of the level you want. Press START to begin!

Adam Kasel; Logansport, IN



Press UP to get the level you want and press START.

Skyblazer

Super NES

Sony

30 Lives and Last Stage Password

Enter the Password Screen and put in the code shown to the right to start on the last level with 30 lives.



At the Title Screen, move to the "Password" Option and press START. Now, look at the picture on the right to match up the designated colored squares. Press START when you are finished, and you will be on the last stage with 30 lives!

Mitchell Bernal; Chatsworth, CA

Note: This trick was done on a pre-production cartridge. The trick may or may not work on the production cartridge.



Put in this strange looking password for 30 lives!

Equinox

Super NES

Sony

Invincibility

At the title, put in the trick: L, L, R, R, L, L, L, R, R, L, L, R, L, R. The copyright box will turn to green if it worked.



This trick will make sure you do not lose any life or magic. To do this, wait for the Title Screen to appear and press these buttons in this order with controller 1: L, L, R, R, L, L, R, R, L, L, R, R, L, R. The copyright box will turn from blue to green. This will confirm that the code worked.

Note: This trick was done on a pre-production game cartridge. The trick may or may not work on the production cartridge.



The copyright box will turn from blue to green if it worked.

The Flintstones

Super NES

Taito

Incredible Passwords

Just look at these pictures to determine the correct symbols to put in the boxes. Start these levels with many lives.



Enter this password to start on Level two with 30 lives!



Enter this password to start on Level three with 50 lives!



Put in this password to start on Level four with 64 lives!



Put in this password to start on Level five with 80 lives!

From the Title Screen, move down to the "Continue" option and press START. You will now be in the Password Screen. Look at these pictures to determine which symbols go in the correct boxes. Press START when you are finished and start on any one of these levels with many lives to spare!

X-Kaliber 2097

Super NES

Activision

Round Select

Go to the Title Screen. On controller 1, press RIGHT, RIGHT, LEFT, LEFT, UP, DOWN, LEFT, DOWN, DOWN, DOWN.



Here is a helpful Round Select trick that will also get you to any Boss. This is how to do it. First, go to the Title Screen. Now, take controller 1 and press RIGHT, RIGHT, LEFT, LEFT, UP, DOWN, LEFT, DOWN, DOWN, DOWN. The music will start over from the beginning. That is how you can tell the trick worked.

Now, press the Y button. Move to "New Game." Press Y again. You will see the Round Select Option appear. You can choose from any round or begin at any Boss you choose. Press Y to begin.



At the Title Screen, do the trick with the correct buttons.



You will see the Round Select Option appear underneath!

Mega Turrican

Genesis

Data East

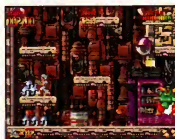
Find the Secret Hidden Level

Make sure you have double zeros in your score to get the hidden level trick to work. Collect all of the diamonds.



A method has been discovered to get a hidden stage in the action-packed game, Mega Turrican. This is how to do it. Go through the first stage and collect every single diamond. If you leave any diamonds behind, the trick will not work. Throughout the game, you must make sure that the last two digits in your score are double zeros (00). When you get to the elevator that travels down, don't shoot any enemies, or your score will change. Just avoid your foes. You must make sure that the final numbers in your score are still zeros. Once you reach the bottom, just run to the right, and you will have access to the hidden stage! You will be able to collect diamonds, power-ups,

1-Ups, and much more here. Once you find the elevator in this stage, you will go to the next part of the first stage as you normally would. Once you finish the stage, you will get extra bonus points for all of the diamonds you collected, etc. This is a cool trick for those players who just can't get enough of the Turrican series!



Go into the first level and collect every single diamond.



Take the elevator and make sure you have 00 in your score.



Once you get off the elevator, you will be in the special stage.

WAS IT REALITY
OR A DREAM?
WAS I THE CHILD
FILLED WITH TERROR,
TORMENTED BY
VIOLENCE AND EVIL?
HAVE I LOST MY
MIND OR IS THIS
GLISTENING STONE
HANGING AROUND
MY NECK A
LINK TO MY PAST...

-Kyle



Interplay

CHAS

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You beat your
brother.

You beat your
brother's **friends.**

You beat
your **cousins.**

And their friends.

You beat that

one guy, Brad,
who said **he**
couldn't be
beat.

And you beat
them all **bad.**





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you
ready to
beat
the
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NEXT WAVE

NEW SOFT NEWS

You know, it's a weird balancing act when you think about it. Last month there were literally no Jaguar games to be found, and now we're drowning in them. It seems that the companies are finally releasing their software for it. And there are some big-time games for it too. The ever-intriguing *Flashback*, and the addictive *Wolfenstein 3-D* are now available. Tradewest even has their Jaguar version of *Double Dragon V* up and running. The lion may sleep tonight, but the Jaguar certainly isn't.

Another bit of interesting news is that the game called *Battle Fantasy*, which we showed you an issue or two back, has been renamed *Revenagers of Vengeance*.

As you can tell by looking to the right, Konami will be releasing *Snatcher* for the Sega CD. That's great news, but it makes you wonder what else they have planned. Look toward the ECTS section for a game called *Sparkster* which uses the *Rocket Knight* hero and a brand new *Tiny Toons* game. Odds look good that they will be coming to the States. Until next time...



Konami

Snatcher

Sega CD

Adventure

Konami's been busy porting this over from the PC-Engine Super CD to the Sega CD. Now Sega CD players are in for a real treat.

You are Gillian Seed, a bounty hunter searching for robots who kill human beings and then impersonate them. You are a member of *Snatcher*, the group best known for hunting these menaces. As the plot unravels, you will be making friends and enemies. Your partner is a Metal Gear. (Do you remember the old NES game?) It can do many things, like help you out in the forensics department. To hunt down the deadly droids, you must keep an eye open for clues and the occasional ambush.

Snatcher is very reminiscent of the movie *Blade Runner*, with more than just a few coincidences in the character design. The puzzles are very well thought out and the graphics are beautifully animated. The colors are also surprisingly bright. The audio is good enough to sink your teeth into as well.

Thank goodness Konami had the sense to translate this one for the Sega CD. It's been at the top of the Japanese charts, and it'll probably do the same here. Just a word of caution: this game is for adults only. It contains



11 GAMES PREVIEWED!!!

Snatcher, Cyber Slider, Pitfall 2, Monster Max, Wild Snake, Revengers of Vengeance, Fievel Goes West, Brutal Sports Football, Flashback, Double Dragon V, Blue Lightning



Gillian Seed joins the ranks of the Snatchers at the start of the game.



Gillian and Metal Gear get ready to head to the warehouse district.



The action sequences require good judgement and fast reflexes.



SOON: MORPHINOMENAL VIDEO GAMES

Morph into action when the number one Fox television show and the number one toy line in America become all new video games for your Game Boy, coming in July, and Super Nintendo Entertainment System, coming in September.

The Game Boy® cart features all five Power Rangers™ and Super Game Boy® compatibility.



The Super NES® cart features five teenagers who morph into Power Rangers™ in this 16 meg side scrolling action adventure game. Then a secret code magically transforms your game into a one-on-one fighting game. Two Player Simultaneous!

Video games this exciting can only be called "Morphinomenal!"



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it's **Gon**



one **HOT**

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na Be



summer.

NEXT WAVE

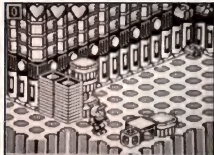
Titus Software

Monster Max

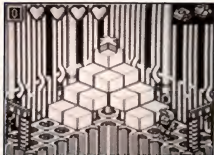
Game Boy

Action/Puzzle

The evil Kronid has taken over MAX's home planet, banning all music. MAX, being an aspiring rock star, has decided to take on this sinister being. To do so, MAX must conquer 630 different rooms. Each has its own unique puzzles to solve. Some require fast reflexes, others need a little brain power. Along the way, our hero will pick up items like the sword and bombs. MAX only has two pockets, so he'll have to be selective with what he picks up. Monster Max is certainly tough.



You must solve the many puzzles to find your way through the levels.



Collect special items along the way or you'll be stuck in this place forever!



Careful planning is needed to get through certain levels.

Activision

Pitfall Harry: the Mayan Adventure

Super NES

Action

Pitfall Harry returns to the video game scene better than ever. This time you join the eminent adventurer as he delves for the magical elixir of life. To do so, he must forge deeper and deeper into the darkness of secret ruins that have been undiscovered for hundreds of years.

Don't think your quest will be easy. There will be wild animals, insidious demons, quicksand, and evil spirits.

In your favor, you can swing, bungee jump, and use mystical Mayan masks for special powers.

What's best of all, this cart has superb animation and graphics, making it a tribute to the Pitfall games before it.

Pitfall Harry will be in deeper trouble than he can ever imagine.



Pitfall Harry's new adventure is his best ever. Remember the original?



Giant aquatic enemies will make Harry's quest even more difficult.

Bullet-Proof Software

Cyber Slider

Super NES

Puzzle

You are a cyberbot who must slide sets of tiles together to make them disappear. When the production line rips into overdrive, you'll have a major headache. Match the numerous kinds of tiles quickly, or you'll end up to your neck in parts.

To help you out, a second player can join in the fun. Special tiles will sometimes appear that can be cleared away with the tool tiles. The action heats up the better you get.

And if you really want to have a blast, there's a special Puzzle Mode from the creator of Tetris! This is a fast-paced puzzler that will test your mind as well as your reflexes.



It starts off easy enough, but soon you'll have a lot to worry about. It's addictive.

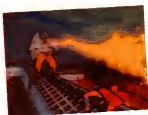


Two players can work together to make the blocks disappear.



Let the blocks pile up too much and you will lose. Don't let it happen!

BECOME A MASTER OF THE NINJA ARTS AT HOME!



Earn your Masters Degree in shurikins, spears, monster fighting and princess saving.



How? Get a copy of the Sega CD *Revenge of the Ninja* by Renovation.

In this hard hitting arcade adventure you must defeat the traps and supernatural beings that protect the Castle of Evil using only your wits, speed and ninja skills. The creatures that guard the castle are like no man has seen, like the fire breathing Marco Kilmore and the Immortal Warriors of the Undead.

Only when you have survived the 17 stages of nonstop lightning fast action will you prove your worth and face the evil that is Louigi. If you can defeat him and save the King's daughter then you will avenge your father's death, reclaim your family's honor, and earn a Master of the Ninja Arts Degree!

- * 30 minutes of full motion anime style animation.
- * 3 difficulty modes in which quick reactions mean higher scores.
- * 2 continues up to 5 lives help you master the 18 levels of action.
- * Video replay the entire game in the normal or hard modes.
- * Complete the game in the hard mode and earn your Master of the Ninja Arts Degree certificate from Renovation.

So pick up a copy of *Revenge of the Ninja*, master the game, and get your Master of the Ninja Arts Degree!



Renovation Products, Inc. 4655 Old Ironsides Dr., Suite 265 Santa Clara, CA 95054



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NEXT WAVE

Absolute

Reveners of Vengeance

Sega CD

Fighting

We first showed you this game a few issues back while it was still called Battle Fantasy. Now that it has been renamed, we have gotten more info on the plot.

An evil being named Venum has awakened, and has started disrupting the many peoples of the world. Each of the 10 fighters has a reason for stopping Venum, and there are intricate cinematics detailing it. Venum and his demons are destroying the Impossible World. Can anyone hope to stop him?



Once the towns were peaceful and prosperous, then Venum came....



Venum is the dark lord who is attacking the many lands.



The leader of a clan of man-wolves, Barko, vows to destroy Venum.

Bullet-Proof Software

Wild Snake

Super NES

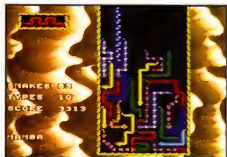
Puzzle

It's a puzzle game where poisonous snakes are being piled up. If you can match two of the same kind, both will disappear. But if you keep messing up, the snakes will attack you!

There are different backgrounds that affect the game play, plus cobras that devour any snake unfortunate to get in its way. And something ultra-rare, is the Wild Snake that makes all of a specific snake disappear.

Like most puzzle games, this one shines when you have two players fighting it out. Send snakes to his side as the action heats up.

There's more strategy here than Tetris and the graphics are quite cool. If you need something to slake your thirst for brain-bending fun, then Wild Snake is for you.



Try to keep the snakes from reaching the ceiling or else...



You can send more snakes to your opponent in the two-player mode.

Hudson Soft

Fievel Goes West

Super NES

Action

Based on the animated film that hit a while back, you play the part of an immigrant mouse who has a taste for adventure. Fievel decides to travel to the Wild West to save his family from the cunning Cat R. Waul. He's armed with a simple water pistol—that's it. Will it be enough to survive the many dangers ahead?

The Mousekewitz family is facing its worst crisis ever. Fievel knows his folks are about to be turned into mouse-burgers, so he'll do anything to save them. The little mouse has to go through Western towns, on giant mine cars, and to the relentless desert. Can Fievel prevail?



The mine cart ride is one that is surely going to thrill you with its action.



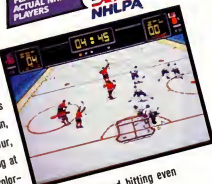
Vultures sit around waiting for you to croak a mouse's death. Mmm, lunch!



Giant Bosses bound about trying to smash Fievel flat as a pancake.

"SCORE ON THESE GUYS, YOU'RE A HERO. MISS IT, AND YOU'RE HISTORY."

Coming Soon for
the Sega[™] Genesis[™]!



"This could give 'face-off' a whole new meaning. Because in Brett Hull Hockey, you're playing with 600 scorers, goalies and grinders from the NHLPA. Like Yermak, LaFontaine, Chelios, Essensa, Gilmour, McSorley, Roenick and Roy. All coming at you in 16 Megabit, digitized living color-

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2. J. YERMAK	2. J. YERMAK	
3. J. YERMAK	3. J. YERMAK	
4. J. YERMAK	4. J. YERMAK	

Player	GP	PTS	GOALS	ASSISTS
17 B. HULL	19	40	28	12
19 C. MICHAELS	19	34	20	14
20 L. FONTAINE	19	29	18	11
21 J. YERMAK	19	28	17	11

skating hard and hitting even harder. Set your lines for every game situation. Then catch all the action from my exclusive rink-side perspective. Broadcasting legend Al Michaels handles the play-by-play,

and I'll even be around to help you score against the best in the business. When the game's over, get together with me for a little one-on-one shootout. That is, if you've got anything left." Available for Super Nintendo[™] and Sega[™] Genesis[™]. Skate over to your favorite retailer or call 1-800-245-7744 to order.



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NEXT WAVE

THE JAGUAR CD-ROM...

Recently, we were able to see an early version of the Jaguar CD-ROM, and boy did it have a few surprises! First off, it is compatible with the Cinepac compression system, so you can watch movies with it. Unlike the 3DO, which can only display 20 frames per second max at a video size of 160 by 180, the Jaguar can have up to 50 frames—a clear-cut difference. A CD using Cinepac can have one to three hours of footage, depending on the material shot. While movies on CD may be nothing new, the Jaguar CD can also have audio and video collision, so you will be able to effectively interact with the video. That is something that has never been done effectively before.

Also for the Jaguar CD, you can plug in a special MPEG cartridge and watch the CD movies that are currently compatible with the Philips CD-i and Amiga CD. MPEG seems to be quickly becoming the major format for CD movies. So not only will you be able to use Cinepac discs, but those that are MPEG. MPEG is about half a notch below quality of VHS and Cinepac is about one. Not much of a difference.



Here's the special compression card that lets you watch CD movies.



Here it is—the Jaguar CD-ROM system with the compression card.

Atari

Blue Lightning

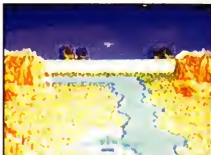
Jaguar

Shooter

The classic Lynx game has gone 64-Bit! Fly a heavily armed fighter deep behind enemy lines to accomplish missions of the utmost importance. Tanks, planes, and ground-based missile systems will try to blast you out of the air.

The graphics are unbelievable, and are among the best for the Jaguar. The many canyons, rivers, and jungles are wonderfully detailed.

This update shows off what the Jaguar can do. Makes you wonder what other Lynx titles will appear.



Telegames

Brutal Sports Football

Jaguar

Sports

Football has been getting more and more violent over the years, so it should come as no surprise to you that this football game of the future is a major hack 'n' slash. Brutal Sports Football lets you use weapons, hurl fire balls, and maim your opponents all in the comfort of your living room!

A huge assortment of icons allows you to use a variety of tactics to score. These can get quite imaginative. If you want a football game with bite, Brutal Sports Football has more than enough to satisfy!



Tradewest

Double Dragon V

Jaguar

Fighting

Billy and Jimmy Lee return in the latest installment in the Double Dragon series. Unlike before, this is strictly a one-on-one fighting game. It's based on the popular animated series and all the fighters are appropriately cartoon-like.

Each fighter is loaded with special moves. There are also dozens of backgrounds to choose from. The Jaguar version features graphics that are particularly impressive.

If you liked the earlier Double Dragons, look out for this one.



Atari

Flashback

Jaguar

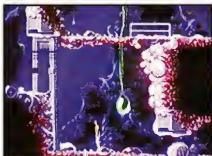
Adventure

The futuristic thriller Flashback is coming to the Jaguar!

You developed some hi-tech glasses that could see special things. Unwittingly, you discovered an alien plot. Now you've lost your memory, and you have to get it back.

Like before, this adventure has great animated cinematics and nonstop action. Don't get too cocky though, because there are some nasty puzzles in it as well.

This translation should attract a few gamers to the Jaguar system.



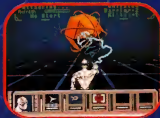
It's time for another run, Chummer!



Enter the ultimate psycho-cyberpunk fantasy! You witnessed your brother fall to enemy fire.

Now you travel the streets of the Seattle Sprawl to find your brother's killers and bring them to justice.

Sega™ Genesis™ puts **You** in the heart of Cyberspace on the heads-up run of **Your** life!



Jack into the Virtual World
of the Matrix and get ready for intense cybercombat!



Fight Back!
Real-time combats lets you actively control characters as the actions heats up.



Search the Sprawl!
Uncover valuable clues while you're constantly building your character's quickness, strength and charisma!

SEGA
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You've got the Skill...You've got the Guts...and Sega™ Genesis™ has all the Magic and Technology you need!

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NAME _____

ADDRESS _____

CITY, STATE _____

ZIP CODE _____

TELEPHONE NUMBER _____

1. What is your age?
a. under 8
b. 8-11
c. 12-17
2. Do you have a full or part-time job?
a. Yes
b. No
3. If "Yes," what is your monthly income?
a. \$250 or less
b. \$251-\$500
c. \$501-\$1,000
d. \$1,001 or more
4. Do you receive an allowance?
a. Yes
b. No
5. If "Yes," how much is your allowance each month?
a. under \$10
b. \$10-\$20
c. \$21-\$25
d. \$26-\$30
e. over \$30
6. Do you use a computer at home or school?
a. Yes
b. No
7. Which system(s) do you own? (circle all that apply)
a. Nintendo
b. Super Nintendo
c. Game Boy
d. Sega Genesis
e. Sega CD system
f. Game Gear
g. TurboGrafx
h. NeoGeo
i. 3DO
j. Atari Lynx
k. Atari Jaguar
l. Computer
8. Which video game system do you plan to buy within the next 12 months? (circle all that apply)
a. Nintendo
b. Super Nintendo
c. Game Boy
d. Sega Genesis
e. Sega CD system
f. Game Gear
g. TurboGrafx
h. NeoGeo
i. 3DO
j. Atari Lynx
k. Atari Jaguar
l. Computer
9. What type of games do you enjoy most? (circle all that apply)
a. Action
b. Adventure
c. Role-playing
d. Strategy
e. Shooter
f. Sports
10. How many video games do you own?
a. 5 and under
b. 6-10
c. 11-15
d. 16-24
e. 25-35
f. over 35
11. Do you rent video games?
a. Yes
b. No
12. If "Yes," do you rent with the prospect of buying the game?
a. Yes
b. No
13. Would you rent a CD video game system before buying one?
a. Yes
b. No

14. Which of these helps you decide which video games to buy? (circle all that apply)
a. Ads on TV
b. Magazine articles
c. Ads in magazines
d. Word of mouth/friends
e. Game rentals
f. Arcadea
g. Game in store
h. Other
15. Where do you buy your games? (circle all that apply)
a. Electronic store
b. Record store
c. Video store
d. Department/discount store
e. Toy store
f. Mail order
16. Other than video games, what hobbies do you have? (circle all that apply)
a. Collect comic books
b. Collect sports trading cards
c. Non-sports trading cards
d. Sports
e. Music
17. What is your favorite brand of trading cards?
a. Upper-deck
b. Topps
c. Pro-line
d. Fleer
e. other
18. What is your favorite TV station?
a. Disney
b. Nickelodeon
c. MTV
d. Fox
e. other
19. What is your favorite cartoon?
a. Ren & Stimpy
b. Batman: The Animated Series
c. The Simpsons
d. None of the above
20. How many times did you go to the movies in the last three months?
a. 1-4
b. 5-10
c. 7-10
d. over 10
21. How many movies are rented and watched at home each month?
a. 1-3
b. 4-6
c. 7-10
d. over 10
22. Of these movies, how many titles do you choose for yourself?
a. 1-3
b. 4-6
c. 7-10
d. over 10
23. What type of music do you listen to most?
a. Rap
b. Alternative
c. Top 40
d. Hard Rock
24. Where do you buy your music?
a. Electronic store
b. Music store
c. Department/discount store
d. Video store
e. Mail order
25. What type of musical equipment do you own? (circle all that apply)
a. Home CD player
b. Personal/portable CD player
c. Home cassette tape deck
d. Personal/portable cassette tape deck
e. Home stereo
f. Car Stereo
26. How many CDs do you buy each month?
a. 1-4
b. 5-10
c. 11-15
d. over 15



27. How many tapes do you buy each month?
a. 1-4
b. 5-10
c. 11-15
d. over 15
28. How many toys do you buy monthly?
a. 1-2
b. 3-4
c. 5-6
d. over 6
29. How many soft drinks do you consume per month?
a. 1-6
b. 7-12
c. 13-15
d. over 15
30. Which is your favorite soft drink?
a. Coca-Cola
b. Pepsi
c. Dr. Pepper
d. Juic
e. Snapple
f. other
31. Do you chew gum regularly?
a. Yes
b. No
32. What's your favorite candy?
a. Chocolate bars
b. Chewable candies
c. Hard candy
d. Suckers
33. Do you or your parents choose which brand of cereal you eat?
a. I do
b. My parents do
34. What is your favorite snack food?
a. Potato chips/pretzels
b. Ice cream
c. Cakes/pies
d. Peanuts
35. What brand of jeans do you wear? (circle all that apply)
a. Levi
b. Guess
c. Bugle Boy
d. other
36. What brand of athletic shoes do you wear?
a. Nike
b. Keds
c. Reebok
d. Adidas
e. Converse
f. Russell
g. J. & Gear
h. other
37. What kind of sporting goods do you use most?
a. Easton
b. Wilson
c. Rawlings
d. other
38. Do you buy/subscribe to any of the following magazines? (circle all that apply)
a. Game Pro
b. VG
c. Game Players
d. Game Fan
e. Nintendo Power
f. Electronic Games
g. High End
h. Other
39. How many people besides yourself read your copy of Electronic Gaming Monthly?
a. 1
b. 2
c. 3
d. 4
e. 5
f. 6
g. 7
h. 8 or more

Rules: All entries must be received by July 15, 1994. EGM is not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prize, and the winners will be notified by August 15, 1994. All entries must be hand written. Prizes are not transferable. Sendai Publishing Group assumes no liability for lost, misdirected, late, illegible, late, or undelivered entries. All entries become the exclusive property of Sendai Publishing Group, Inc. and will not be acknowledged or returned. All local, state and federal laws, if any, are the sole responsibility of the individual winner(s). All judges' decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. and their affiliates are ineligible to enter. Sendai Publishing Group, Inc. reserves the right to cancel this promotion at any time with appropriate notice. Winner(s) must agree to the use of their name and likeness for publicity reasons by Sendai Publishing Group, Inc. EGM is a trademark of Sendai Publishing Group, Inc.

EXPLOSIVE SOCCER ACTION

Top world teams
packed with talent
competing for the top
prize - **The World Cup.**

Brazilian Play-
makers with magical passes,
German Sweepers, Italian Liberos,
and Strikers are in action.

KICK OFF 3

OUT OF THIS WORLD

KICK OFF 3 - A WHOLE NEW BALL GAME

SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS

PC COMPATIBLES
JAGUAR

ANCO



imagineer

LICENSED BY

Nintendo

* Features vary for each format.

Available Summer '94

Instant playability

Over 2000 frames of animation for ultra smooth action on the pitch
resounding to the buzz and roars of the crowd.

Key players like Playmakers, Liberos and Wingers in each team accurately
create their national team style of play.

Take time out for a **team talk.** Outsmart the opposition.

Individual and Team Practice to sharpen up your skills before the big match.

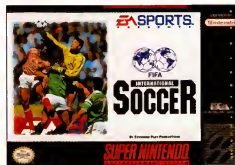
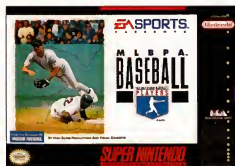
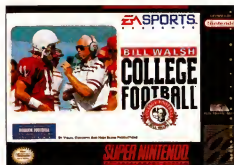
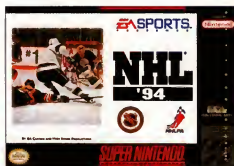
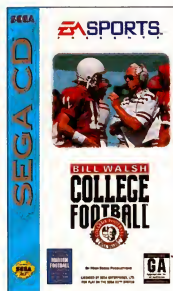
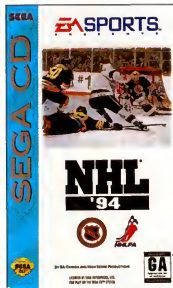
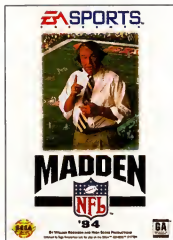
Action Replay to savour the finest moments.

Overhead kicks, Diving Headers, Banana Kicks, Chips, Flicks and lots more.



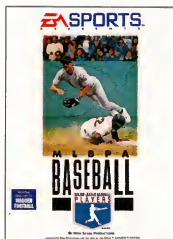
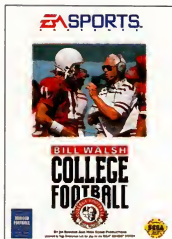
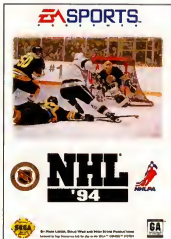
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BUY TWO, GET ONE FREE
FOR ALL THOSE WHO PLAY LIKE P

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ET ONE FREE.

PROS, BUT DON'T GET PAID LIKE PROS.



For all you jocks who don't have multi-year, multi-gazillion, multi-Ferrari contracts, here's a way to get a free EA SPORTS™ game. Go to a participating retailer. Buy any two of these EA SPORTS games. The retailer will have a coupon you can send in for a free third game. (You can get games for any combination of Sega™ CD, Genesis™ or Super NES® systems.) Hurry, this is not a multi-year offer. It ends July 31, 1994.



If it's in the game,
it's in the game.™

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**SPECIAL
FEATURE**

Virtua Fighter

MOVES KEY



Follow the arrows
as indicated.

K

G

P

Press KICK, PUNCH, or
GUARD buttons.

+

Indicates pressing
two buttons together.

MOVES KEY

REALISTIC FEATURES AND NEW INNOVATIONS



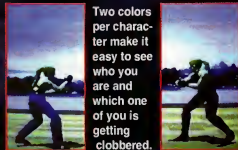
Losing can be real easy if you fall out of the ring. Tournament rules apply here.



After you pummel your opponent, you get to see the death blows in an instant replay.



Realistic shadows and multiple camera angles give this game a unique feel.



Two colors per character make it easy to see who you are and which one of you is getting clobbered.

"SUDDEN DEATH"



Get a draw on the last round and you'll fight it out on a small platform where one hit means death.

When your opponent is on the ground, do a fly-into attack to drain more energy.

"GROUND ATTACK"



THE FINAL BOSS DURAL AWAITS YOU

Here are a few shots of one of the toughest End Bosses around. If you don't get your combos off fast, you won't live long enough to see him.



USE YOUR

COMBOS

OR DIE!!!



Name: Akira Yuki
Origin: Japan
Age: 25
Style: Hakkyoku Ken
Blood Type: O
Hobby: Kung Fu
Job: Kung Fu Teacher
A martial artist thru and thru, Akira's infatuation with his art has trained him for any challenge.

Name: Jacky Bryant
Origin: America
Age: 22
Style: Saikyodo
Blood Type: A
Hobby: Training
Job: Indy Car racer
Trained in the same style as his sister, Jacky's specialty is his famous turning kick.



Sweep your opponent's feet off the ground with a lariat.



An overhead hammer punch stops a close attack.



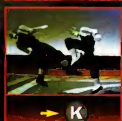
The double kick will take a crouching opponent down.



Catch your opponent off guard with a flip kick.



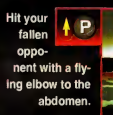
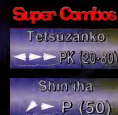
Inflict lethal damage with a neck breaker drop.



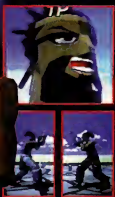
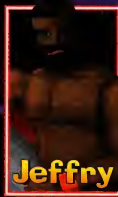
The flying knee is a move that can be turned into a combo.



Hit your fallen opponent with a flying punch to the abdomen.

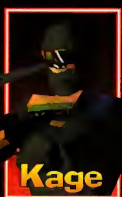


Hit your fallen opponent with a flying elbow to the abdomen.



Name: Jeffry McWild
Origin: Australia
Age: 36
Style: Pankurachion
Blood Type: A
Hobby: Reggae
Job: Fisherman
Jeffry trained in the outback and through conditioning has mastered various throws and grabs,

Name: Kagemaru
Origin: Japan
Age: 21
Style: Jujitsu
Blood Type: B
Hobby: Mah Jong
Job: Ninja
A master of stealth and illusion, Kage uses his skills as a ninja to lay low his adversaries.



A pile driver is one of the many attacks in Jeffry's arsenal.



The German Suplex lifts an opponent close by.



The dreaded iron claw grabs any crouching opponent.



An attacking opponent hits the ground after a sweep.



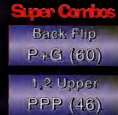
The vertical kick delivers an easy knockdown.



The elbow strike is an easy but swift and effective attack.



Hit your fallen opponent with a flying belly splash.



Hit your fallen opponent with a flying headbutt to the abdomen.





Lau



Name: Lau Chan
Origin: China
Age: 53
Style: KoenKen
Blood Type: B
Hobby: Poetry
Job: Cook

Lau possesses an excellent barrage of lightning punches and kicks ... a great adversary.



A series of swift elbow attacks can drain an enemy.



The vertical kick can deliver an easy knockdown.



A piggyback throw catches most opponents by surprise.

Name: Pai Chan
Origin: Hong Kong
Age: 18
Style: Enseiken
Blood Type: O
Hobby: Dance
Job: Action Star

Pai's main strength lies in her swift and agile movements and her ability to reverse attacks.



Pai



A great defensive attack is the cartwheel kick.



A neck breaker suplex will stun foes momentarily.



Hit your fallen opponent with a flying footstomp to the chest.

Super Combos

Renkantsenshin
PPPK (86)

Punch / Kick
PK (62)

Super Combos

Back Punch
PK (62)

Up Kick Slap
KP (35)



Hit your fallen opponent with a flying knee attack.



Sarah



Name: Sarah Bryant
Origin: America
Age: 20
Style: Saikyodo
Blood Type: AB
Hobby: Skydiving
Job: Student
Sarah strikes fear in her opponents with a series of continuous elbow and knee attacks.



A flying knee to an adversary's head earns quick damage.



A charging neck lariat will down an enemy at hand.



This suplex move is good for stopping aggressive enemies.

Name: Wolf Hawk Field
Origin: Canada
Age: 27
Style: Pro Wrestling
Blood Type: O
Hobby: Karaoke
Job: Wrestler
While not a swift attacker, once Wolf lands a hold on an opponent, he causes some damage.



Drain an opponent's energy with a human windmill toss.



Wolf



A neck breaker suplex will stun foes momentarily.



Pick an opponent up and flatten him on his back.



Hit your fallen opponent with a flying knee to the abdomen.

Super Combos

Punch Upper
PK (30)

Rising Knee
PPPK (70)

Super Combos

1,2 Upper
PPP (46)

Rolling Clear
KKK (20)



Hit your fallen opponent with a flying back smash attack.



Take Control Of The Enterprise™ And Its Crew!



RED ALERT! THINGS IN THE NEUTRAL ZONE ARE HEATING UP. THE POWERFUL IFO AWAITS YOU AND YOUR CREW SOMEWHERE IN THE GALAXY. CAN YOU LOCATE IT BEFORE IT'S TOO LATE?



ASSUME CONTROL! TAKE CHARGE OF THE STARSHIP'S SYSTEM AND ALLOCATE RESOURCES AS NEEDED!

Space... The Final Frontier™

Have you always wanted to take charge of the Starship Enterprise™? Sega Genesis™ makes it happen! Dive headlong into intergalactic adventure at warp speed---and you're in command! Journey through strange new worlds to unravel the secrets of the mysterious IFO before this powerful device falls into the wrong hands! Play any of seven major officers of the Enterprise™ and its crew. **STARFLEET IS DEPENDENT ON YOU!**

SEGA



ENERGIZE! BEAM TO STRANGE PLANETS BUT BE CAREFUL WHO YOU CHOOSE TO TAKE WITH YOU!



PHASERS ON STUN! VENTURE ON DANGEROUS AWAY MISSIONS THAT KEEP THE ACTION INTENSE.



Cleaning Gear. Works better than your mother.



Car Adaptor. Roadtrip.



Gear-to-Gear. Two Players. Same Game.



AC Adaptor. Plug it in.



Game Gear. Get one?

IT IS NOT
SEGA
YOU LOSE

SEGA™ Game Gear™ - Extras.

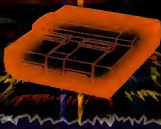


SEGA Seal. Look for it.

Super WideGear™ Don't Squint. Magnify.

Holster Gae. Carry your gear.

PowerBack™ Rechargeable. Pop it on.



FREE TRAX



Choose your route and view the times.



Meet the Racers

4WD

This big goliath is tough, but really slow!

COUPE

This little beast has the most even attributes.

F-Type

The speed is incredible, but weak in other places.

2WD

This mini-bike can be damaged easily, but it is fast!

Three Perspectives To Choose From



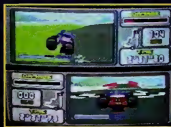
This mode will put you in a first-person point of view.



This view will station your sight behind your vehicle.



The third view is set in a high position behind you.



There is also a two-player option so that you and a friend can play!



In addition to the basic races, there are also specific stunt tracks to be mastered.



Push Start

FACT FILE

STUNT RACE FX

MANUFACTURER	# OF PLAYERS
NINTENDO	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	JULY
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG+ SFX2 CHIP	20+
THEME	% COMPLETE
RACING	95%

THE GOOD

The effective use of polygons. Your vehicle is actually made up of three to five different segments.

THE BAD

Either the game is a bit slow, or this is only the second game using the famed Super FX chip!

THE UGLY

Those goofy eyes on the vehicles! They make all the cars look like goofy polygon cybernetic frogs!

Stunt Race FX

The on-screen controls of the action



1. Map of the track
2. Turbo Booster
3. Present Speed
4. Damage Bar
5. Ranking Number
6. Number of cars
7. Overall Time
8. Required Time

Ever since StarFox came out for the Super NES, people have been screaming for a new Super FX game. Now it becomes a reality with the introduction of Stunt Race FX. Originally titled FX Trax, this cart takes racing to a new height with the Super FX. First, the cars (which look like goofy cartoons) are made up of different sprites; the wheels, eyes, and body are segmented and separate from each other. There are also quite a few races you can try out for times and try to beat the previous records—similar to the style of F-Zero. There are also stunt tracks that you can try your skills on. 3-D racing at its best!

Special thanks go to Nintendo for giving us these exclusive pictures.



In the beginners track, you will learn the basics of harnessing your much needed driving skills.



This cool scene is what you will see when you drive through the underwater glass tunnel support.



Under the night skies, you must drive through underpasses and avoid ramming into gates.



Above, guide your truck through a series of cross gates. To the right, you must trudge through the water and leap over ramps.



Easy Ride

Easy Ride is just as it says. Pass by houses and trees and practice your skills so you're prepared for the later tracks. There will be many hairy turns, so learn to use your turbo boost before you go to later tracks.



Sea Breeze

The Sea Breeze is definitely a unique track. Cruise through underwater tunnels to emerge on the surface and fly under porpoises that are leaping over the road! This level is definitely original and really a blast to see!



Night Cruise

As you go sliding through this city-scape, you'll tuck under bridges which you will need to drive over later. Sharp turns can land you into a mess of trouble with a steel grate slamming into your face!

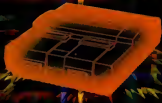


Stunt Trax

Utilizing the 3-D processing, you can truly experience the thrills of all kinds of crazy stunts! Everything from jumping from ramp to ramp to doing flips on giant, wabbling cones is here!



Above, fly over hills and collect stars. On the left, floor it around the wabbling cones and try to do some mega flips.



DOUBLE DRAGON



FACT FILE DOUBLE DRAGON V

MANUFACTURER	# OF PLAYERS
TRADEWEST	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	AUGUST
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEB	12+
THEME	% COMPLETE
FIGHTING	95%

The next in the famed Double Dragon fighting series is here. Double Dragon V: The Shadow Falls features 12 fighters, including Jimmy and Billy Lee. Many of the new characters were created especially for this game, while others are based on characters from the animated series.

You will be able to select several modes of play, including the Quest, Versus, Tournament, and Battle Modes.

All these are provided in the Main Menu Screen. You can even choose to view all the characters in the game and see their stats, which include their date of birth, origin, likes, and dislikes.

As with all fighting games, there are loads of special moves that you can execute. Word from Tradewest is that there are even some "knockout" blows to finish off a defeated fighter. Looks like a great title for the folks at Tradewest.

BILLY LEE

DOB: 10-23-69
Ht.: 6'2"
Wt.: 210 lbs.
Eyes: Blue
Hair: Black



First son of the union between the Virginia Lee family and the Chinese clan. Professes an interest in New Age studies. He sings and line-dances.



DRAGON SHOT



DRAGON SPIN



DRAGON UPPERCUT



DRAGON FIRE



DRAGON SPIN



DRAGON UPPERCUT

JIMMY LEE

DOB: 10-23-69
Ht.: 6'1"
Wt.: 205 lbs.
Eyes: Blue
Hair: Blond



Twin brother of Billy and annoying counterpart to Billy's good qualities. Has a runaway mouth that has gotten him into trouble on more than one occasion.



JAWBREAKER

DOB: 3-23-63
Ht.: 6'3"
Wt.: 280 lbs.
Eyes: Yellow
Hair: None



Breaker hails from the Midwest, where years of surviving on the Great Plains enabled him to eat anything. Fond of trailer hitches and bungee cords.



BISCUIT SPIT



FLYING HEADBUTT



YELL PROJECTILE



HAMMER HEAD



ICE DAGGER



POLE VAULT

ICEPICK

DOB: 2-20-65
Ht.: 6'4"
Wt.: 245 lbs.
Eyes: Yellow
Hair: Translucent



Has an average body temperature of 30 degrees. Accused of being cold and unfeeling. Icepick longs for a normal relationship with someone of his own kind.



BONES

DOB: Same as dust
Ht.: 5'10"
Wt.: 72 lbs.
Eyes: Red
Hair: Decomposed



Formerly a valet to King Sargon II, he was entombed with his master when he died. He rattles when he walks, so he can't sneak up on anyone.



GUN SHOT



HEAD THROW



VERTEBRAE STRIKE



ENERGY BLADE



GROUND BUZZSAW



HELICOPTER SPIN



DOB: 7-23-44
Ht.: 6'4"
Wt.: 215 lbs.
Eyes: Brown
Hair: Red

A lifelong bitterness and general loathing of untidy human hair follicles led Sickie to develop a set of particularly nasty weapons for which he is named.



SICKIE

QUEST MODE



Battle the forces of evil and use the strength of the dragon to win the game.

You will come across an evil clone of yourself later.



Give some words of encouragement to the enemy after beating him.



PLAYER VS. PLAYER



THE GOOD

A head-to-head fighting game with decent graphics and new characters to fight with.

THE BAD

The timing of the moves are a little tough to execute successfully, but with practice they can be done.

THE UGLY

All the fighters have unusually short legs and big heads.

VERSUS BATTLE



Choose from these skilled fighters and see who is the best.

Change the attributes of the fighters.



Choose the location of the fight.

After a match, you can view the wins and losses.



BLADE

DOB: 9-07-69
Ht.: 6'2"
Wt.: 240 lbs.
Eyes: Gray
Hair: Black



Received his first prosthetic implants during the war. The indignities of his battles plus the removal of his cardiac system have left Blade cruel and heartless.

Large hulk fascinated with pyrotechnics and projectiles of all kinds. Fond of knifing and designing his own versions of Kevlar armored fabric.

TRIGGER HAPPY

DOB: 4-21-59
Ht.: 6'2"
Wt.: 270 lbs.
Eyes: Brown
Hair: Silver



BLADE RIPPER



BLADE SHISHIKABOB



TORPEDO



CANNON BLAST



FORCE FIELD



ROCKET UPPERCUT

COUNTDOWN

DOB: 0041 Alpha
Ht.: 6'1"
Wt.: 225 lbs.
Eyes: Brown
Hair: Black



Assembled during the last night of Mardi Gras, he was a factory reject from the infamous Baton Rouge Bionics Lab and was sold for electronics scrap.

Sekka was not a normal kid. Years of ridicule from other kids led her to develop skin so thick that it eventually evolved into armor plating.



SEKKA

DOB: 5-21-70
Ht.: 5'10"
Wt.: 150 lbs.
Eyes: Green
Hair: Black



FLAME THROWER



MISSILE SHOT



ROCKET DIVE



CLAW ROLL



CLAW SPIN



FLYING HAND STAB

DOWNNIQUE

DOB: Not telling
Ht.: 5'11"
Wt.: Not telling
Eyes: Blue
Hair: Black



Not a ruffles and lace type, she eventually came to appreciate fleece and spandex togs. Likes to go for the "burn." Not someone to show your parents.

Evil incarnate. Has wreaked havoc throughout the ages. Was personally responsible for the Black Plague and both World Wars.



SHADOW MASTER

DOB: Centuries ago
Ht.: 6'5"
Wt.: 250 lbs.
Eyes: Red
Hair: White



PONYTAIL BOLT



SPIN KICK



STILETTO KICK



RUSHING BLADE



SHADOW FIRE



TELEPORT

FATAL FURY SPECIAL

Ves, it's finally being made for the Super NES! And it's just a matter of time before it will hit American shores.

The whole Fatal Fury series is excellent, and this upgrade to Fatal Fury 2 is the best yet. The translation to the Super NES is very precise regarding the moves and the graphics of the stages. With Dolby Surround Sound added into this already awesome game, the voices,

THE GOOD

All 15 characters are at your disposal. The kickin' sounds are a plus for this one.

THE BAD

I bought the Neo-Geo version, and now I need money for this one.

THE UGLY

Axel Hawk throwing you on the electrified ropes will really make your hair stand up.

attack sounds, and especially the background music come to life. There's more! Remember Geese Howard, Duck King, and Tung Fu Rue from the older versions? Well, now you can choose them as a regular fighter against the other 12 characters. With the game play speed-up, the movements of the characters are much faster and you can do attack moves and combos with more precise timing. Consider this one of the best fighting games of the year. Too awesome!



FACT FILE FATAL FURY SPECIAL

MANUFACTURER	# OF PLAYERS
TAKARA	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	4TH QTR. '94
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEG	N/A
THEME	% COMPLETE
FIGHTING	60+%

Terry Bogard



Terry is ready for another round with anybody willing to taste his fists and experience his other lethal moves.

Andy Bogard



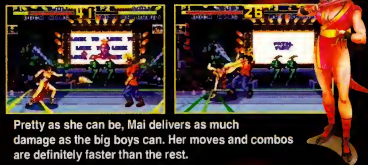
Being Terry's brother, he has the same ambition—to defeat Krauser and anyone else who gets in his way.

Joe Hagashi



Joe Hagashi has joined the Bogard brothers once again to help them fight against Krauser's minions.

Mai Shiranui



Pretty as she can be, Mai delivers as much damage as the big boys can. Her moves and combos are definitely faster than the rest.

Jubei Yamada



The little old man with the cookies is back with his tricks. For a small man he can be surprising with his lethal hold moves.

Big Bear



The huge wrestler is back and meaner than before. His moves are much faster and he can inflict heavy damage on opponents.

Kim Kaphwan



Trained in Taikwondo, Kim Kaphwan is very quick in his offense and defense. His kick combos are vicious!

Cheng Sin Zan



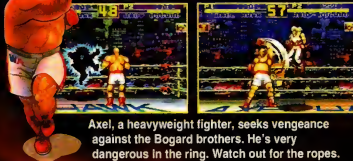
The overweight fighter has greed written all over his forehead. He's quite a slow fighter, but lethal with his fireballs.

Billy Kane



Fire is in his eyes to defeat the Bogard brothers once and for all. He hits opponents using his pole, which he can extend.

Axel Hawk



Axel, a heavyweight fighter, seeks vengeance against the Bogard brothers. He's very dangerous in the ring. Watch out for the ropes.

Lawrence Blood



The bullfighter, Lawrence Blood, shows no mercy to his opponents. In his stage, he will take advantage of the bulls in the background.

W. Krauser



The last Boss in Fatal Fury 2 is back. This time he is more prepared with his attacks. He will throw fireballs at you without mercy.

Geese Howard



Feel the power of Geese's attacks and combos!

Duck King



Dancing boy has some royal moves.

Tung Fu Rue



The old man has some tricks up his sleeves.

SUPER BOMBERMAN 2



FACT FILE SUPER BOMBERMAN 2

MANUFACTURER

HUDSON SOFT

OF PLAYERS

1 TO 4

DIFFICULTY

MODERATE

AVAILABLE

OCTOBER

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

12

THEME

% COMPLETE

ACT/ADV

95%

Just when you thought your friends could go home ... the sequel to the ultimate party game Super Bomberman is here!

Featuring all new techniques and power-ups, not to mention a larger playing field, Bomberman 2 is everything the first one was and more! There are tons of cool new features like the ability to pick up your own bombs and toss them over walls and other bombs, and turning your

bombs into rubber so they can bounce off walls or other bombs when you kick your bombs into them. Returning power-ups are the already mentioned kick ability and the detonator.

Invite your friends over and get ready for some serious bombing. There are 10 new battlefields, some with warps, conveyor belts, and underground tunnels. There is even a cool Tag Mode for two-on-two team competition. Happy bombing!



NORMAL MODE

STAGE 1



The first level is just a little warm-up for what's ahead of you.

Bomb the dynamite to blow up the other walls.



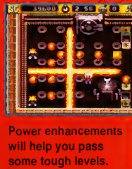
Place a bomb on the circle and the flame will extend very far.

BOSS

This Boss will move left to right and extend his arms. Just lay bombs in front of him.



STAGE 2



Power enhancements will help you pass some tough levels.

Bomb the tile over to its place on the left.



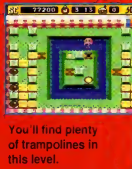
The furnace will glow red and produce a long strip of flame.

BOSS

Be careful. This Boss launches bombs into the air and kills himself as they land.



STAGE 3



You'll find plenty of trampolines in this level.

Use the cannon to launch you to the other side.



There's even a boat Bomberman can use to get to the island.

BOSS

The strange sun Boss has an eight-way spark attack and blows homing kisses at you.



ICON DESCRIPTIONS

Throughout the game in either Normal Mode or Battle Mode, you'll find many icons as you bomb the walls. Some will enhance your abilities while some may hamper them.

FLAME

You can blow your flame by one block.

BOMB

You will be able to lay one extra bomb.

RED BOMB

Bombs will blast through the near walls.

RUBBER BOMB

Bombs will bounce off walls.

DETONATOR

You can blow up your bombs at will.

GLOVE

Pick up your bombs and toss them.

SKATES

Increase Bomberman's speed.

KICK

Kick bombs across the screen.

APPLE

This increases your points by 1600.

ICE CREAM

This increases your points by 3200.

HEART

This will allow you to take one hit.

SKULL

Bomberman will be poisoned.

THE GOOD

There are loads of cool new levels that scroll. Each level is also more of a puzzle to clear.

THE BAD

This game, at times, can be very silly o o o w w w, a problem that wasn't in the first. What happened?

THE UGLY

When Bomberman is hit, he turns around and cries, but the tear looks more like a booger.

BATTLE MODE

SINGLE MATCH

TAG MODE

BOMBS AWAY

Get a bunch of video arsonists and see who the best Bomberman is.

STAGE 1

Bomb away in the classic field.

STAGE 2

Roll through underground tunnels.

STAGE 3

Warp to the other side of the wall.

STAGE 4

Blow up the electric field with bombs.

STAGE 5

Hide under the closing roofs.

STAGE 6

Warp to other parts of the field.

STAGE 7

Change your speed in the zones.

STAGE 8

Fun rides on the conveyer or belt.

STAGE 9

Kick bombs in multiple directions.

STAGE 10

Bomb the growing mushrooms.



The white Bomberman really needs to play catch up now.

To the victor go the spoils and admiration of the adoring fans.



Holy Sphincter

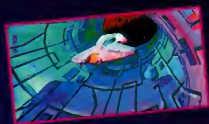


Hang on. Tight.

You're about to enter the dark and foreboding world of Microcosm. Super-realistic, computer generated graphics inject you into the body of Cybertech's presi-

dent, Tiron Korsby. Your mission: to find and eliminate a deadly and elusive brain manipulation droid.

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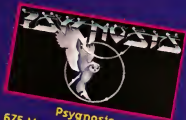
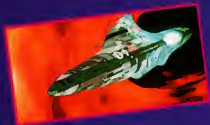
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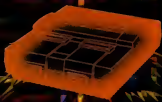
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your way to the edge of your
imagination. But don't forget
to pack an extra pair of shorts.



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DIFFERENT COLORS

Now instead of only having one or two colors per character, you have six. It all depends on which button you press. Some of the new looks are really impressive.



Reflect an opponent's shot back at him by pulling back rapidly multiple times. You can also counter throws!

STRATEGY



DEATH MATCH

Battle it out in a tug-of-war with your life bar. Beware, each area has its own dangers.

EXPLODING SPIKES



LAND MINES



METAL MESH MATCH



OIL MATCH



SAW BLADE MATCH



SKINHEAD BOUT



SPIKE WALL



THUNDERBOLT MATCH



WORLD HEROES 2

Prepare yourself for a massive battle. Pick from 16 fighters and square off against each one in a test of skills. Only the greatest warrior will survive.

Based on the Neo-Geo game of the same name, this translation is a near exact replica. Hard to believe, but it's true. Only a few details are missing. The game plays well, and each character has plenty of moves. All 16 (Bosses included) warriors have their own techniques.

For experienced fighters, there's the infamous Death Match Mode with traps like saws and spikes to put a big damper on your day. This is one of the best arcade-to-home translations ever.

FACT FILE WORLD HEROES 2

MANUFACTURER

TAKARA

DIFFICULTY

MODERATE

CARTRIDGE SIZE

24 MEG

THEME

FIGHTING

OF PLAYERS

1 OR 2

AVAILABLE

SEPTEMBER

NUMBER OF LEVELS

23

% COMPLETE

85%





THE FIGHTERS...



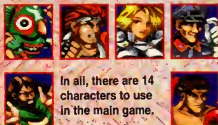
The two rival ninjas of different clans, Hanzou and Fuuma fight it out.



Both conquerors, the Viking Erick and the marauder J. Carn face off.



Rasputin is a monk with mystic powers. He's going up against Brocken, a cyborg.



In all, there are 14 characters to use in the main game.



The big guy, J. Max takes a break from football to wrestle with M. Power.



Both deadly opponents, Ryoko takes on Janne, the swordmaster.



The kickboxer Shura takes on the martial artist K. Dragon in a vicious bout.



Captain Kidd (pirate of the Seven Seas) fights the spirit warrior Mudman.



The Bosses Neo Geegus and Dio can be used in the Versus Mode. Cool!

THE GOOD

In terms of a translation, it's very close. Almost everything is here, and you can play as the Bosses!

THE BAD

The bonus rounds are gone, along with some of the animations and sound effects. Not too drastic...

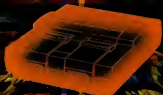
THE UGLY

The way you look after Muscle Power does his "number one!" move. Reminds me of pizza.

EGM DARE TO COMPARE A LOOK AT OTHER FORMATS...



Look at the Super NES version (on top), and compare it to the Neo version. Not much of a difference is there? The attention to detail is almost identical. Almost nothing has been lost from the arcade game.



Sequel to SoulBlazer 2, Illusion of Gaia brings us another epic story of this mysterious land.

It's been one year since the last battle at the Tower of Babel where you lost your father and other close friends. Tim had many dreams where he heard strange voices. Is his father still alive? He now has followed in his father's footsteps by restoring peace throughout the land. He must search for the Mystery Dolls while finding out if his father is still alive. Throughout the adventure he will meet many characters that will aid him in his quest, including Gaia herself.



SoulBlazer Illusion of Gaia

Avenge your father's death...



Tim, the mean character and hero, has an immense adventure ahead of him. Pictured below are his basic moves. On the way, he will learn many techniques for attacking the demons and monsters that have threatened the lands. As for his magic, he will learn specific songs, which he can play with his flute. Collect every possible item you can find. You can check his inventory to see what Tim has in his pockets and see which Mystery Dolls he has. Stats for his health and strength are here as well.



**ACTION
RUNNING**



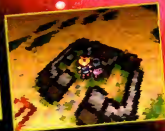
**OFFENSE
SWING FLUTE**



**DEFENSE
TWIRL FLUTE**



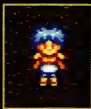
Check your inventory and Tim's condition.



Many characters will help you in this vast adventure in search of the Mystery Dolls and finding out if your father is still alive. Talk to your friends for guidance.



ROB



LILLY



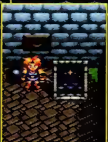
KAREN



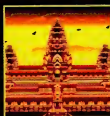
ERIC



NEIL



Gaia is the source of all life. She will give you guidance and advice throughout your adventure. If you're hurt, she will replenish your health as well.



Throughout the game, you will see that there's a statue by Gaia. Talk to her to find out about the figure. You can now stand by the statue to transform into that figure. Go Freedan!



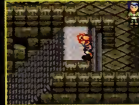
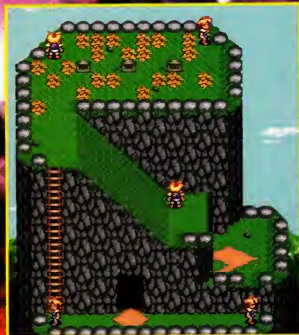
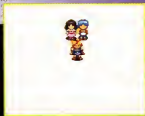
FACT FILE ILLUSION OF GAIA

MANUFACTURER	# OF PLAYERS
ENIX	1
DIFFICULTY	AVAILABLE
MODERATE	JULY
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
ACTION/RPG	90%



ON THE Itory

This is where Lilly lives and is also one of the Inca Statue's resting places. You will encounter an Elder, and he will give you advice.



Run across this ramp to give yourself enough speed to jump off the other ramp. This will allow you to catch some air-time and land on the hill on the left.



Inside the hill you will have to break the wall to get into the Inca Statue's room.



Once inside the room, go collect the Inca Statue. Now go to Moon Tribe Camp to find the other one.

THE GOOD

An excellent sequel that will capture your interest in continuing this epic adventure.

THE BAD

It would've been nice to be able to control the traveling sequences and where you wanted to go.

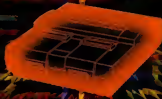
THE UGLY

I wonder how you can hurt somebody with a flute. I'd rather use a sword.

After finding the two Inca Statues, you must go to the Incan Territory and place them on top of an object. If you talked to the Elder, you should know where to place the statues. At the end, there will be a great evil force waiting. Is your strength and health high enough? Good luck!

INCAN TERRITORY





FACT FILE SHIEN'S REVENGE

MANUFACTURER	# OF PLAYERS
VIC TOKAI	1
DIFFICULTY	AVAILABLE
MODERATE	AUGUST
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MB	6
THEME	% COMPLETE
FIGHTING	95%

TRAINING MODE

This guy trains you to be a better fighter.



WELL GOING TO WHAT ARE

ATTACK LEVEL 1
ATTACK LEVEL 2
DEFENSE LEVEL 2

Straw dummies pop out all over so you can practice your skills.



THE GOOD

This game has a great concept and the mouse interface is totally cool.

THE BAD

The game can get repetitive after a few levels of the same action.

THE UGLY

The Bosses in this game are really ugly!



Shien and Aska are two of the last ninjas who are fighting on a world that has not yet grown tired of its civil war. Shien's flying stars pierce shields, armor, and soldiers. His mighty sword kills them all in the blink of an eye. Aska moves her flying stars by the power of her mind. After a huge battle in which they emerged victorious, creatures appeared and kidnapped Aska in the blink of an eye. Shien, now alone, must fight to save her. This game has a Training Mode where you can raise your skill level and practice using the mouse interface that this game uses. You can then use your skill to save Aska.



SHIEN'S REVENGE

LEVEL 1

These bad guys are really cocky! There are basically three different places they

will jump out—far, medium range, and right up under your nose.



The Boss of this level is called Sawtooth. He jumps all around and tries to hit you. Defeat him in order to find out where they have taken Aska, then you have to go through a time portal.



Shoot at the icons to collect them as you travel throughout the game!



LEVEL 2



After you enter the time gate, you'll appear in a prehistoric-type land.



These frogs are a real pain! They are fast and can move around well.



Using his sword, you can slash your enemies when they are up close.



These ninja frogs come from the back of the screen and leap forward to get you.



Shien can use his sword to do a double slash when they get close.



The little square in front of you is your sight when you throw stars.

LEVEL 3

Now in Level 3, fight soldiers that run and jump all over the screen. It takes quick moves and excellent timing to stop all of them and their missiles.



Use your mighty sword to stop incoming enemy missiles.



Try to get these guys before they have a chance to shoot you!



It really gets tight when you have to slash the guys and block missiles.

This tank shoots a machine gun at you and it really tears up the ground!



The Boss of Level three is a huge energy ball, who is really quick and can attack from all sides. Quickly rotate when he jumps and lands behind you so that he won't catch you from behind. Your best bet in beating him is to block and then throw as many stars at him as possible to try to score a hit. The Boss is really cool!



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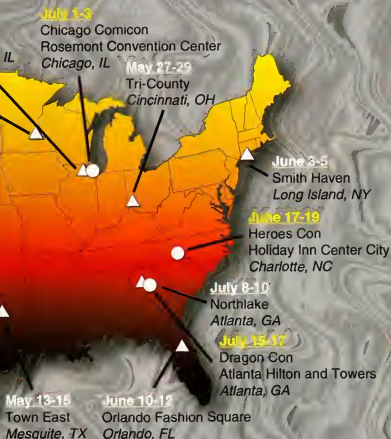
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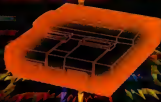
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SUPER NES



SPiKE

McFANG

TALES OF
SPiKE
McFANG

MANUFACTURER	# OF PLAYERS
BULLET-PROOF	1
DIFFICULTY	AVAILABLE
MODERATE	JULY
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MB	N/A
THEME	% COMPLETE
RPG	95%

Our adventures begin in the faraway land of Vladamasco, which is inhabited by misfits and monsters of all kinds. The islands of Vladamasco are ruled by three very powerful leaders: Vampira, General Hesler, and Dracuman. One day, the mighty General Hesler decided to take control of the other two islands, so he brought in an army of zombies and captured the two lead-

ers—Dracuman and Vampira. Now it's up to you, Spike McFang (son of Dracuman), to head to fighter island and train in the many ways of the ancient warrior. With the help of Vampira's daughter, Camelia, you must set out across a barren countryside filled with villains of all types in search of your lost parents, and bring peace back to the land of Vladamasco once and for all.



Right from the beginning, you'll realize that Spike McFang is unlike any RPG you've played before—four-wheeled vehicles take the place of horses and cellular phones for communication.

VAMPRA



GEN HESLER

DRACUMAN



Begin your adventure at Fighter Island, where you can practice the numerous skills you'll need in the long journey ahead of you. 1) Brush up on your jumping skills by leaping all the rolling logs. 2) The Spin Attack is needed in order to crush the falling rocks. 3) Perfect the Hat Toss by taking out the balloon critters. 4) Take a ride on the white water rapids, while fighting off a school of man-eating piranhas. 5) To complete your training, defeat the master trainer himself and his mystical staff. Good luck!





After your training session, head into town to take a look around. It would be a good idea to talk to the people and to check out what the different shops have to offer.



Once inside the shop, you can purchase different types of hats which vary in strength depending on their price. Also purchase magic cards that will restore your health when you're low on energy.



The subscreen is accessed by pushing Select on the controller. Here you can check out all the stats of your player, how many people are in your group, and which magic cards you've obtained.



When entering Felina's castle, the main gates are locked at first. But with a little bit of searching, you should be able to find the key. Maybe one of the enemies ran off with it!



Some beasts look mean at first, but they might help you instead of harm you!



You can save your progress every time you make it to the funny-looking statues.



Inside the dungeon, there are tons of enemies you will have to fight. Two very powerful mid-Bosses are the armor-launching knight and the web-spitting spider.



THE GOOD

The game has an excellent story line and awesome graphics. It can be enjoyed by all ages. Good job.

THE BAD

Even though it is a very challenging game, the older players may be turned off by the cutesy look of it.

THE UGLY

Usually RPGs are filled with mean-looking monsters—not this one. The first dungeon is ruled by kitties.



Deep within the dark depths of Felina's castle lies just one of the many pieces to a long and twisted puzzle.



When you get to the end of the first castle, you must battle Felina. She is a very quick and agile cat. Be careful when she takes to the air—her kicks can be very deadly. When you finally defeat her, she offers you a gold token, which when taken, will trap you in a large steel cage. With no way out, at the last second you are rescued by Rudy, General Hessler's son who will then join in your quest to rid Vladamasco of all its evil.



THEIRS.



ESPN Baseball Tonight is here, and it blows the competition right off the field.

With unprecedented player control, super-responsive "touch," and Chris

Berman and Dan Patrick in the booth, this is the ultimate baseball simulation.

We started by filming real baseball players against a blue screen. Then we digitized the footage. The result is an arcade-style experience



INCREDIBLE BAT CONTROL WITH NORMAL, HIGH AND LOW SWING POSITIONS.

with the smoothest, most realistic player movement you've ever seen.

The bat control is unbelievable. High-inside fastball? Swing high and take 'em deep. Curve ball low and away? Swing low and go to the opposite field.

The pitching is just as intense. A radar gun clocks each pitch to let you know how fast you can bring it. But if you throw heat all game long, your arm will die early.

You've got all 28 Major League teams,



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including the new divisions and the expanded League Championship Series. Use your password to track your favorite team through both rounds of the LCS and the World Series.

You'll hear digitized sound effects with crowds that actually respond to the action on the field. Sound realistic? Of course



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baseball games, put them away. You've had enough practice.



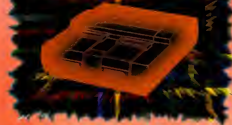
CHRIS BERMAN REPORTS "LIVE" FROM SPORTSCENTER. DAN PATRICK CALLS THE PLAY-BY-PLAY.

it is—it's got ESPN's name on it. So if you've been playing those other



EVERYTHING ELSE IS JUST PRACTICE.™





The cute character from Nintendo, Kirby, had many great adventures. What would happen if Kirby and some of the characters from his adventures played golf? You'd get Kirby's Tee Shot. This cute game takes place on elevated platforms where you have to hit Kirby like a golfball through the wild courses filled with traps, levers, and monsters who try to stop you. Items are scattered throughout the courses, and they'll enable you to have certain powers.

There will be many more options you can choose from. To hit Kirby, jump over barriers. This is one unique game!



At first, this map will be shown and Kirby will drop down onto the course where you will have to complete the hole.

THE GOOD

An exciting and addicting golf game. I never knew golf could be this fun!

THE BAD

I thought this game was suppose to be out a long time ago. It's too bad, I had my money right here.

THE UGLY

I wonder how Kirby can take the beating? He's lookin' like raw flesh by the end of the game.

kirby's Tee shot



You will notice at the bottom right-hand corner that there's a crosshair on Kirby's butt. This is how you will hit Kirby. Move the crosshair around to determine

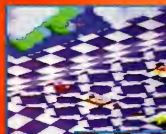
where Kirby will be hit. The bar on the right will compensate for Kirby's velocity. The higher the bar goes the harder you will hit Kirby. That must hurt for Kirby. Ouch!



If you're not careful with your hitting, Kirby will get seriously injured.



Strange monsters, who are your enemies, will be in your way.



The wild hills can predict trouble. Use them to jump over some barriers.



Kirby's Tee Shot has some of the wildest courses ever seen.



Before hitting Kirby, carefully study the terrain and wild surroundings.



You will be shown the course before starting each hole. Prepare yourself.



Here's a cool feature. Double the fun and excitement by having more people play. This game can get addicting for everyone.



Hit the enemies to unveil stars. These stars will help you on the way, increasing your powers and abilities.



FACT FILE

KIRBY'S TEE SHOT

MANUFACTURER	# OF PLAYERS
NINTENDO	1
DIFFICULTY	AVAILABLE
MODERATE	4TH QTR. '94
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MB	N/A
THEME	% COMPLETE
SPORTS	95%

Special thanks go to Nintendo for giving us these exclusive pictures.

* Working title. Both Kirby's Tee Shot and Kirby's Bettleball are being considered as the title of this game.

KING OF THE MONSTERS 2

You're 120 feet tall - ripping chunks from an alien in a town you just wrecked. Now mom wants you to set the dinner table?

TAKARA
Video Game Division

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from an alien in a town
you just wrecked.

Now mom wants you to set the dinner table?

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SUPER NINTENDO



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MEGAZORD



The Boss battles are done in a fighting game style! Here, Mutatytus is attacking.



You need all of your skills to defeat all of Rita's crea-

tures. Skills like swimming, wall jumping, and hanging will come in quite useful!



FACT FILE MIGHTY MORPHIN POWER RANGERS

MANUFACTURER	# OF PLAYERS
BANDAI	1
DIFFICULTY	AVAILABLE
MODERATE	SEPTEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	7
THEME	% COMPLETE
ACTION	30%



BILLY

Armed with his pike, Billy does great damage.

JASON

The sword is all Jason needs for taking on Rita!

KIMBERLY

Her bow has close and long range effects!

TRINI

Twin sai are the weapons of the Yellow Ranger.

ZACH

Although he is slow, his axe is very powerful.



Back by popular demand, the hit television show of the same name will be coming to the screens of the Super NES! Here is the first preview of this 16-Meg mega-hit. The game style is presently set up in a fashion similar to Mazin Saga for the Genesis. First, you start off in a side-scrolling beat-'em-up as a human. Once you meet the Mid-Boss, you will then morph into a

Power Ranger to take on the badies. The rest of the level is played out with you being the Ranger until it's time to take on one of Rita's giant mutant monsters, where the action will switch to a fighting game format with you at the controls of your giant Zord—Megazord! There are plenty of moves that the Rangers have, from wall jumps to swimming, to hanging. Can't wait? It won't be out until September!

LUFIA'S GOT EVERYONE TALKING...

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GAMING
MONTHLY**

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"The best RPG so far this year."

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- GAME PLAYERS

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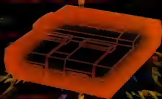
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G2
Generation 2

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FACT FILE GENERATION 2

MANUFACTURER	# OF PLAYERS
KEMCO	1
DIFFICULTY	AVAILABLE
MODERATE	JULY
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	15
THEME	% COMPLETE
FIGHTING	99%



G2
Generation 2

CONTROL SELECT



At the control select, configure the controller to suit your style of game play.

Jeff Hazard, the CEO of Conex (the world's leading supplier of cybernetic hyper weapon technology), is plotting to take over the world with a new weapon called G2. This weapon is a highly sophisticated war machine that, when in the hands of the wrong person, will mean certain destruction for mankind

Many weapons are available to you as you fight through the many levels of G2—15 in all! Certain weapons are more effective than others when battling the Bosses.

Always keep your eyes open for hidden rooms. Here you must break the window above the doorway in order to get to the room with the two weapon power-ups.

Even though your android is 15 stories tall, the infantrymen can become quite a hassle!



Some of the Bosses are machines which are difficult to defeat, unless you know their weak spots.



as we know it in the year 2280. Play as Ken Ryugasaki, a genetically enhanced bionic android that will risk everything to put an end to Jeff Hazard's diabolical plan of world domination. The fate of the entire planet rests on you and your ability to pilot the ultimate fighting machine—the Tracer 184-exo suit.



THE GOOD

The game has a nice perspective, which leads you to believe that you are actually a towering mech.

THE BAD

The android seems clumsy at times when trying to attack a Boss or doing the somersault attack.

THE UGLY

The ugliest aspect of G2 is the realism. How come you can't stomp on the innocent people or the cars?

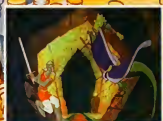
Your adventure begins in the downtown streets in a futuristic city that is overrun by war machines. As you make your way down the boulevard, keep your eyes open for 1) aerial attack helicopters that when destroyed will release weapon power-ups 2) energy capsules that will boost your strength, and 3) the car-tossing androids that will stop at nothing to destroy you and your machine.



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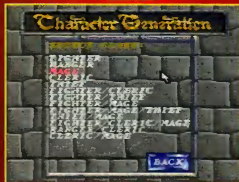


The people of Waterdeep have one heck of a problem. Seemingly endless streams of monsters are appearing from out of nowhere. You are to find the origin of this evil and destroy it, if you can. Begin your journey underneath the city in the foul sewers. As you enter the sewers, you hear a massive earth slide and whip around to see that your only visible entrance and exit has been blocked off by a staggering amount of rocks. Now you can only follow your original orders and hope you find an exit in the process.

This is a true translation of the popular PC game. Create all four of your characters and hope you have designed the right batch to get you through. This a 3-D perspective game that allows you to use either your controller or, more preferably, a mouse if you have one. The mouse will make the game much easier to play.

Advanced Dungeons & Dragons

EYE OF THE BEHOLDER



You have lots of classes to pick from. Choose wisely, for you need the right kind of people to get through the game.

Can you figure out how to close this hole? Throw a rock and let it land on the pad to seal this hazardous area.



These are transporters. You must walk into them and see where they take you and work from there.



Find the dwarves and listen to their story. If you decide to help them, you'll get another character.



You have been trapped in the sewers by a landslide. The only thing to do now is explore every nook and cranny.



FACT FILE

EYE OF THE BEHOLDER

MANUFACTURER	# OF PLAYERS
CAPCOM	1
DIFFICULTY	AVAILABLE
HARD	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
RPG	100%

THE GOOD

This game will keep you up to the wee hours of the night trying to figure out the mind-boggling puzzles.

THE BAD

It is very hard to start the game because your characters are very weak to begin with.

THE UGLY

Your brain can get pretty fried after trying to solve some of these intricate puzzles.

Monsters up the Yin-Yang



There are plenty of monsters in this game just waiting to taste the cold steel of your swords, but they won't let you kill them without a fight. Just like any other RPG, the further you go, the harder the enemies get. When these pesky creatures from the Dark World attack you, attack back twice as hard.



IT'S WRESTLING GONE INSANE.

When the most outrageous wrestlers in history hit the mats in Saturday Night Slam Masters, what happens is not to be believed.

It's a one-to-four player wrestling insane asylum, where the only rules are – there are no rules.

Every one of the muscle-bound maniacs enters the ring ready to execute (and we mean execute) the kind of head-snapping, bone-crushing moves that will make your body a permanent part of the mat in seconds.



El Stingray executes his flying headbutt knocking Haggar flat on his back.



Gunloc gets pummeled by multiple hits of Biff Slamkovich's deadly sonic fist.



King Rasta puts the pin on Alexander "The Grater" with a super suplex.

So you better be ready with some back-breaking, spine-popping moves of your own. Ask your opponent to step outside the ring for "no-holds-barred" action. Pick up a table and smash it over his head until birds start to fly.

If you have more than a few screws loose, go single in the one-on-one tournament. Or, enter the Special Team Battle Royale where two teams of two slam until they're victorious.

No wrestling game can match this one.



THE GOOD

If you follow the clues carefully, the game flows pretty smoothly.

THE BAD

You don't get to choose what weapons or arm you want to be equipped with in the game.

THE UGLY

Your head after you put it through the TV because you're angry at the game for killing one of your guys.

Our tale begins in the Shire. Play as Frodo Baggins, who has inherited a ring from his uncle, Bilbo Baggins himself. This ring gives the power of invisibility to whomever wears it. But it is very evil and everybody wants to get a hold of it—this is where your story begins. Journey to Rivendale and find Elrond, King of the Elves, and deliver the ring to him. There are many dangers on the way to Rivendale. Find all of your friends for some much needed help on your journey. The entire fate of all that is good rests in your hands in this long and involving RPG.

This game is a bit of a new twist on RPGs in the sense that it has better real-time fighting—if your friends die, they die



for good without any chance of bringing them back to life. The view is set in an overhead perspective so everything is within easy viewing range. Guard the ring with your life and do not let it fall into Sauron's hands.



This is your Item Selection Screen. To access it press the R button. Look over the people in your party and see their attributes.



The dagger is the first thing you should go after.

It will increase your strength and allow you to kill an enemy with fewer hits. It is located outside the caves west of town.



After you have amassed a whole bunch of people, fighting the hard enemies won't be too tough—now you have people fighting on your side. Just make sure you keep them alive.

FACT FILE THE LORD OF THE RINGS

MANUFACTURER	# OF PLAYERS
INTERPLAY	1
DIFFICULTY	AVAILABLE
MODERATE	AUGUST
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
RPG	95%



STRATEGY session



1) Go north and rescue Pippin.
2) Talk to Sam and learn about the glasses. 3) Get the glasses from the cave!



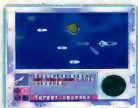
4) In the cave, get the Gem.
5) Finally, give the glasses back to Sam and get the key to the gate.



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FACT FILE BEAUTY AND THE BEAST

MANUFACTURER

HUDSON SOFT

OF PLAYERS

1

DIFFICULTY

HARD

AVAILABLE

JULY

CARTRIDGE SIZE

8 MB

NUMBER OF LEVELS

48

THEME

ACTION

% COMPLETE

95%

The Beast may be gentle at times, but when you know how to use his moves, he can be very deadly and cunning.



JUMP



SLASH



DUCK

STAGE 1

Fearing harm may come to the rose, the Beast seeks Belle within the castle walls.



Stage One has five scenes, each filled with different kinds of enchanted monsters.

THE GOOD

This game has every element of the Disney classic. All the characters are here to entertain you.

THE BAD

Control of the Beast is very sluggish at first. You will have to master his attacks and movements.

THE UGLY

RRRRRRRRRR ... the Beast could use a breathmint or something. Snort...

Use your brute strength to scale the walls of the castle.



Roar at the creatures to freeze them and activate the levers.

Once upon a time in a faraway land, there was a selfish prince who refused to give shelter to an old woman. The old woman was really an enchantress. As punishment, she turned the prince into a hideous beast and left him with a blooming rose. The prince will remain the Beast forever—unless he finds true love before the rose withers. Based on Disney's classic movie, this Beauty and the Beast game delivers everything you saw on the big screen. You have to find Belle and win her heart to escape your hideous form. The castle of the Beast is immense, filled with evil creatures and enchanted objects. You must prove your love for Belle or remain the Beast forever!



POWER ITEMS



ROSE PETAL



EXTRA LIFE



INVINCIBILITY BOOK



MAGIC MIRROR



In the Beast's castle, you will find items that will prove helpful in your quest. The famous mirror will allow you to see a portion of the scene, but it can be used once.



LOOK YOUR ENEMY STRAIGHT IN HIS EYE



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Eek the cat has some hilarious animations. These are his basic moves which will help you and the old lady get through the stages.



FACT FILE
Eek! The Cat

MANUFACTURER	# OF PLAYERS
OCEAN	1
DIFFICULTY	AVAILABLE
MODERATE	JUNE
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MB	6
THEME	% COMPLETE
PUZZLE	100%

Eek the Cat ... hmmm ... a very unique game based on the cartoon series of the same name. Unlike other action games, this has a puzzle twist to it. Eek the Cat likes to help others, but in return he gets all of the punishments.

Your goal is to lead a vulnerable old lady through the stages. Of course there will be danger ahead—this is where you come in. You have to watch out for certain animals that may hurt the old lady in some way. There are also animals that may aid you, so keep an eye out for them. This game has some funny animations and sounds that are appealing to gamers both young and old. It may be hard at first, but it's just like walking an old lady across the street!



Avoid the monkey at all costs! Try running below it.

Hey burgers! Collect four of these delectable items to get a surprise.



The snake will cause you some pain if it gets a hold of you.



Push the old lady over the gator's immense mouth.



Jump on the giraffe's back so that the giraffe can catapult you to the upper level. Don't forget—ladies first.



One way to give the old lady a better chance in crossing a gap like this is to make a bridge with your body.

Eek! The Cat

THE GOOD

A good game that may become addicting when you try to solve the stages.

THE BAD

The control is a bit rusty. The younger audience may have a hard time with it.

THE UGLY

I don't know how Eek can take all of the punishments in the game. When will the madness end?



If you don't watch out for the animals, you might end up like this! You'll delay your progress, leaving the old lady vulnerable.

ENTERTAINMENT FROM THE DAWN OF CIVILIZATION!



Fred and Barney are looking for the lost Treasure of the Sierra Madrock in order to win the title of Grand Poobah of the Loyal Order of Water Buffaloes! Play either character (or team up with a friend and play both), in this action-packed stone age thriller! Leap over terrible traps, swim through underwater challenges, and climb granite walls in your search for the stash of clams. Help your bosom buddy in team play to make it to the next level!

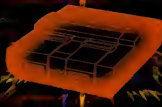
It's a Yabba-Dabba-Doo™ time waiting for you!

- Multiple mini-games offer a bonanza of excitement!
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- Special Features include: area maps, passwords and options!



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FACT FILE

SOCCER SHOOTOUT

MANUFACTURER	# OF PLAYERS
CAPCOM	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	MAY
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	N/A
THEME	% COMPLETE
SPORTS	100%

Capcom has done it again! But this time it's a sports cart rather than a fighting game. Soccer Shootout could easily be one of the best sports games to come out this year. Considering the World Cup is coming to the U.S., there are many competitors on the field.

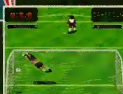
This soccer cart leads the competition with six play modes. You can even practice your moves before you take on the world. Another plus is the Indoor Soccer Mode, a fast-paced soccer field surrounded by walls that you can bounce the ball against. Character animations are incredibly detailed. As for the sounds, you can hear everything from the roaring crowds to the ball hitting the goal post. A definite must-have!



Pick from six play modes, and go through training before entering the tournament.



Shoot it out with the computer to decide who's the winner.



Play indoors in one of the playing modes. Fast-paced action!



Get ready to compete against the best teams in the world.

Check out the roster and position your players.



The view of the field while playing is big. You can see all of the action around you.

PRACTICE YOUR SKILLS IN THE TRAINING MODE



CORNER KICK



DIBBLE



FREE KICK



PASS/SHOOT



SLIDE/TACKLE

CAPCOM'S Soccer Shootout



Watch for the red or yellow flag given by the ref. If you keep fouling you'll be kicked out of the game.

THE GOOD

Awesome animations of the players is a plus! One of the best soccer games I've played.

THE BAD

The only thing that I can think of is that I have to wait for this one to come out.

THE UGLY

I wonder if you get shorter by hitting the ball on your head like that. Hmmmmmm...

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SUPER NES

WorldCup USA'94



When the game first starts, the two team captains come out for the coin toss. Choose heads or tails—if you win, you get to start with possession of the ball.

FACT FILE

WORLD CUP USA '94

U.S. GOLD
presents
WorldCup USA '94

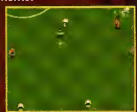
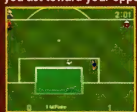
MANUFACTURER	# OF PLAYERS
U.S. GOLD	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	JUNE
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	N/A
THEME	% COMPLETE
SOCCER	95%

Totally Kickin' Action!



Just like in a normal soccer game, you have all of the rules and regulations to follow.

For example, keep the ball in the boundaries or possession is transferred to the other team. There are corner kicks, goalie kicks, and throw-ins. You can also be penalized—so watch how aggressive you act toward your opponents.



There are tons and tons of options in this game, including customizing your own World Cup series, setting the time of each period, turning the weather on or off,

choosing how fast your players will run, and the language. There is even an option for instant replays of goal shots.



Line your men in the best positions to keep the other team from scoring.

Have you ever dreamed of playing in the World Cup? Have you ever wished you could be right there in the middle of the action? Now you can do all of these things without ever leaving your house, because U.S. Gold is giving you the chance to play in this action-packed soccer game. There are dozens of different options for you to customize in this unique soccer cart. Players have a wide variety of moves they can perform on the field. There are lots of different ways to kick and even headbutt the ball into your opponents' goal.

THE GOOD

The graphics are good and the control you have over the ball while playing is excellent.

THE BAD

The options are shown to you with pictures instead of words.

THE UGLY

Your TV after you get done beating on it because the computer is outscoring you.

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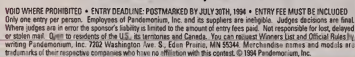
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At this screen, pick from a Records Mode and modify your options.

VR FACT FILE VIRTUA RACING

MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	JUNE
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
RACING	100%



The SVP Chip, in the center of the board, holds the power that makes V.R. possible.

THE SVP CHIP

Virtua Racing just wouldn't be possible on the Genesis without the help of the SVP Chip. But what exactly does this chip do? For starters, it runs at a speedy 23MHz and talks to the 68000 processor already in the Genesis to handle the polygons. In comparison, the Super FX chip in StarFox runs at a paltry 10MHz. Don't look for many more SVP chip games for a while, at least until Sega creates the SVP "Split Cartridge." And with the cost of the game hovering at a suggested retail price of \$99.99, the SVP Chip is not the most cost-conservative chip around, but it does make for some exciting action. Virtua Racing looks like it plays faster than the arcade version, not a bad feat for a 32-Bit system being reduced to a 16-Bit system. The chip allows for faster movement of sprites and achieves better graphics by utilizing 256 colors. The chip does its job well.

SELECT FROM FOUR VIEWS



You can change your views just like in the arcade version. Each view has its own unique perspective to give you a better view of the track or put you in the driver's seat for a more realistic feel.



These transitions can be done at any time and are scaled in and out as smooth as the arcade game. Just be careful not to change perspectives during a hairpin turn!



Here it comes! The racing game that sent the arcade scene into a frenzy has finally come home. Virtua Racing uses polygon technology and Sega's exclusive SVP (Sega Virtua Processor) to make the game as smooth and fast as the arcade version.

You can tear up three tracks against computer-controlled opponents, or have a friend join in for two-player split-screen action with no slowdown whatsoever! What made the arcade game so original was the fact that you could change your driving perspective. On the Genesis, it's included as well. A real cool feature is the Instant Replay Option. After finishing in a top position, you get to watch the entire race over again from multiple camera perspectives. Considering the fact the races take a couple of minutes, it's an awful lot to remember. Pretty impressive.

Sega pulls a rabbit out of their hat by delivering a solid racing game filled with enough special features and fast action to win any racing fan's heart. Now, about that price...



If you've finished in a top position on any of the tracks, you can view an instant replay of the entire race in multiple angles.

THE GOOD

The speed, fun, excitement, and originality is faithfully reproduced in this cart.

THE BAD

Unfortunately, the three tracks don't offer much of a challenge after playing for a while.

THE UGLY

The flat-surfaced tires look like something out of a caveman movie. Must be a rough ride.

Virtua Racing

BIG FOREST



The beginner track called Big Forest is the best place to start out. There's a nice straightaway to build up speed and the corners aren't too sharp. Begin the race in the pit which gives you a fair chance at getting in the middle

of the pack, instead of starting at the very end of the field. Overall, this course is very forgiving and gives you a chance to get a feel for the way the car handles during all types of situations. If you look closely on the final turn by the amusement park, you will see some horses grazing in the pasture. It's a nice touch.



Blaze through the checkpoints to earn extra time and keep racing.



Sorry kiddies, the amusement rides in the background are stationary.



BAY BRIDGE



Up next is the Bay Bridge. This track is rough since many of the roads are blocked off by barricades, requiring you to detour to other roads. None of the turns are too sharp but the computer opponents are much smarter now. Just keep your eyes on the road for this track and you'll be OK.



The Bay Bridge offers many twists and is quite grueling when two players compete. The tracks cross over and under one another and can really throw off your perception at times.



ACROPOLIS



Welcome to the most challenging track in the game, Acropolis. This course is filled with tight twists through mountain passes and blistering speeds past a serene lake filled with sailboats. The computer

drivers really give you a run for your money and some actually run you off the road! Having the highest view of the track helps for all the hairpin turns. When racing around, see if you can spot the somewhat hidden goat in this level.



Hold onto that wheel Spunky! This is one tough race you got goin' on!



With two players racing, the action starts burning up the road.





DEMOLITION MAN

FACT FILE DEMOLITION MAN

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	AVAILABLE
MODERATE	AUGUST
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	10
THEME	% COMPLETE
ACTION	55%



THE MISSION



Apprehend or neutralize Simon Phoenix. Several weapons, ranging from guns to grenades, are at your disposal. Proceed with caution as Phoenix is heavily armed and is surrounded by armed men.



PROFILE



STATS: John Spartan (a.k.a. Demolition Man): Former SAPD officer who was found guilty on 30 counts of manslaughter when a building exploded during his arrest of Simon

Phoenix in the year 1996. Placed in Cryo-Prison pending a sentence of life, Spartan is released in the year 2032 to recapture Simon Phoenix who has escaped from prison and is terrorizing the peaceful San Angeles district. An expert in weapons, explosives, and hand-to-hand combat, Spartan is the only hope of ending Phoenix's terror.

Enter the future. In the year 2032, violence and crime seem a memory of the distant past. Weapons can only be found in a museum. What if the 21st century's most dangerous criminal is on the loose? You must send the 21st century's most dangerous cop to capture him, and that definitely

spells trouble. Demolition Man packs in large detailed side-scrolling and overhead levels, plus gives you a large number of attacks and moves to choose from. Along with the excellent graphics, Demolition Man also has solid game play and continuous action that keeps the game from becoming stale.

OTHER SKILLS



ROLL ATTACK

Roll past enemies with this attack.



BUNGEE DIVE

A great way to surprise enemies.



ROPE SLIDING

Reach new areas of the level.

POWER-UPS!



COLT 45

Powerful and fast firing automatic weapon.

SHOTGUN

Wide-range gun for killing enemies.



FAST AID

Replenish your energy when your life is low.

GRENADE

Knock out enemies behind walls.



RED GRENADE

Leaves a wall of fire after it explodes.

EXTRA LIFE

Pick it up for a bonus life.



CRATE

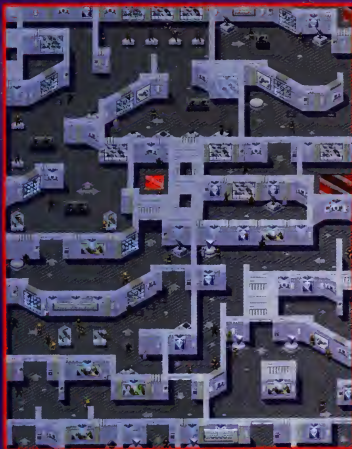
Destroy them for power-up items.

THE ROOFTOP



The helicopter drops Spartan into the torched and demolished buildings of the slum where Phoenix is hiding along with an army of his men. Roll through the rubble, slide down ropes, and leap across buildings as you tail your man.





Work your way through the maze of the museum in an attempt to save the hostages. The doors on this level only open if you save all of the hostages in the given area. Check every corner before moving on! There are glass cases which can be smashed to reveal power-ups, but be sure to avoid the C4 traps. They will detonate if you shoot at them!

THE GOOD

The game is loaded with detailed graphics and sports excellent game play.

THE BAD

The overhead levels are not as exciting to play. The side-scrolling levels had more to explore and do.

THE UGLY

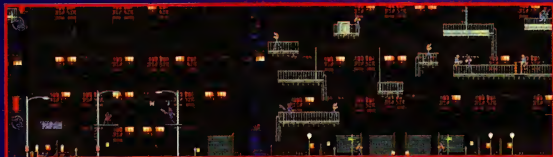
When you jump off the buildings don't forget to tie the bungee cord—it's a long fall to the bottom!

THE MUSEUM



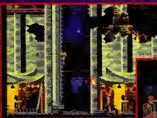
SUB-MUSEUM

In the basement, the museum is a replica of a 21st century city setting. Climb across dark balconies and make your way past hidden henchmen and other nasty foes to avoid becoming another MDK statistic.



Avoid Phoenix's plasma shots as you make your escape.

WASTELAND



The Rooftop Level is cake compared to leaping across these buildings!

Some of the jumps here take patience and good timing.



Past the Sub-museum is the wastelands where the misfits of society united to form a rebel band. The skeletons of old buildings hide many dangers, so it's necessary to proceed slowly. The jumps here are more formidable—one mistake and you will plunge to an early grave. Take all precautions!



FACT FILE OUTRUNNERS

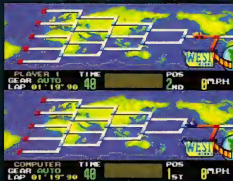
MANUFACTURER	# OF PLAYERS
DATA EAST	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	JULY
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
RACING	99%



Along with the normal obstacles in the road, there are outrageous hazards like different animals, depending on where the race takes you. It's a unique feature.

WEST

Will you choose to race in the Western hemisphere of the planet?



THE GOOD

I like the way the roads are laid out and I love the different car selection. There is a car for everyone.

THE BAD

Some of the road obstacles are hard to avoid in the bigger cars.

THE UGLY

The crash sequences are cool, but I don't like it when a car doesn't sustain any damage after a huge flip!

ARCADE

This game features two different types of races. Pictured below is the Arcade Mode.



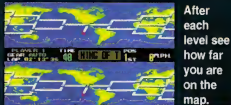
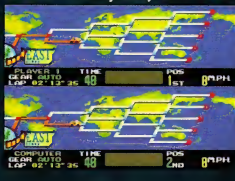
You'll be able to choose from a variety of different cars to start each race.



The races you drive in during this mode are a lot longer than the Original Mode. At every checkpoint the leader in the race chooses whether to go east or west and that determines where the race will go.

EAST

The East is just as diverse as the West. Either way is very cool.



This view shows the terrain you have traveled across.

OutRunners



EASY HANDLING

LENGTH:4250MM
WIDTH:1750MM
HEIGHT:1230MM
TRANSMISSION:
5 SPEED AUTO



QUICK REACTOR

LENGTH:3900MM
WIDTH:1480MM
HEIGHT:1369MM
TRANSMISSION:
4 SPEED AUTO



ROAD MONSTER

LENGTH:5200MM
WIDTH:2280MM
HEIGHT:1235MM
TRANSMISSION:
AUTO

CARS

There are eight different cars you can pick from at the beginning of each race. Each of these cars has different features like speed variations and handling.



MAD POWER

LENGTH:4460MM
WIDTH:1850MM
HEIGHT:1105MM
TRANSMISSION:
6 SPEED AUTO



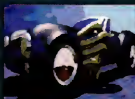
SMOOTH OPERATOR

LENGTH:4330MM
WIDTH:1750MM
HEIGHT:1220MM
TRANSMISSION:
2 SPEED AUTO



SPEED BUSTER

LENGTH:4480MM
WIDTH:1900MM
HEIGHT:1160MM
TRANSMISSION:
2 SPEED AUTO



BAD BOY

LENGTH:4180MM
WIDTH:1700MM
HEIGHT:1230MM
TRANSMISSION:
2 SPEED AUTO



WILD CHASER

LENGTH:4100MM
WIDTH:1750MM
HEIGHT:1270MM
TRANSMISSION:
3 SPEED AUTO

ORIGINAL MODE

In the Original Mode the races are not nearly as long as they are in the Arcade Mode. In these races you cannot let your racing rival gain the advantage for even a short while. If you lose your lead, you don't have much time to regain it. This mode is great for those of us who want to race on a shorter course than the ones

CRASH

There are a lot of places to crash in this game and the scenes are hilarious.



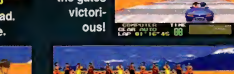
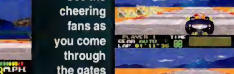
Again you can race against the computer or a friend and choose a car and auto or manual transmission.



Watch out for the animals in the road. They can definitely ruin your race.

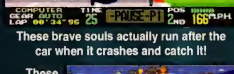
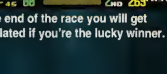


They really should put up a zebra crossing sign on this stretch!

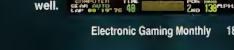


At the end of the race you will get congratulated if you're the lucky winner.

provided for the drivers in the Arcade Mode of this cart.



These brave souls actually run after the car when it crashes and catch it!



The canyon walls are a pain if your car doesn't handle well.

The crash scenes in this game are both intense and funny.

Wolfenstein 3-D

CONTEST PRIZES!

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 - Sony VCR
- 10 THIRD PRIZES:**
 - \$25.00 imagineer coupons
- 10 FOURTH PRIZES:**
 - imagineer logo caps
- 25 FIFTH PRIZES:**
 - Wolfenstein posters

RULES:

Show your SNES Wolfenstein 3-D expertise by answering the six questions below. Send your answers along with your name, address and telephone number to: Imagineer Wolf 3-D Contest, 15317 N.E. 90th Street, Redmond, WA, 98052. Please print or write your name clearly! ALL ENTRIES MUST BE RECEIVED BY JULY 21, 1994.

1. What item is found in the secret room on level 1-3?
2. There are two secret rooms on level 2-4. In one there is a chalice. What is in the other room?
3. How many secret rooms are there on level 3-4?
4. What is the par time on level 4-5?
5. What color are the flags on level 5-6 in the room where the exit is?
6. How many secret levels are there and from which levels do you access each one?

Contest Rules: 1. No Purchase Necessary. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must contain the correct answer to all questions and must be received by July 21, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, misplaced, late, illegible, incomplete, postage-due, or misdirected entries. 2. Prizes: 1 Grand Prize: 27" Sony Color Monitor. Grand prize is valued at \$750. 1 Second Prize: Sony VCR. Second prize is valued at \$400. 10 Third Prizes: \$25.00 imagineer coupons. Third prize is valued at \$25. 10 Fourth Prizes: imagineer logo caps. Fourth prize is valued at \$15. 25 Fifth Prizes: Wolfenstein posters. Fifth prize is valued at \$3.50. Winners will be determined at a drawing to be held on July 27, 1994. All prizes will be awarded. Prizes may be forfeited by mail. Prizes are non-transferable. No substitutions or prizes are allowed, except at the discretion of Sponsors should the featured prizes become unavailable. The judges will have final say on all entries and their decisions shall be final. 3. Odds of winning: The odds of winning will be determined by number of valid entries. 4. Eligibility: Sweepstakes open to residents of United States and Canada. Upon request by Sponsors, winners shall sign a liability/publicity release within 30 days or forfeit prize. Employees of Senda Publishing Group, Inc. and imagineer and their respective affiliates, subsidiaries, directors, or related companies are not eligible. Neither Senda Publishing Group, Inc., imagineer or their respective affiliates, subsidiaries, directors, or related companies are responsible for any damages, losses, or expenses that consumers might incur as a result of the contest or receipt of prize. All Federal, State, and local laws are the sole responsibility of the winner. 5. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 6. Contest sponsored by Senda Publishing Group, Inc. and imagineer. Senda Publishing Group is a trademark of Senda Publishing Group, Inc. Wolfenstein 3-D Copyright 1993. Imagineer Co., Ltd. Published by Imagineer Co., Ltd. under license from Columbia TriStar by Nintendo of America, Inc.

IMAGINEER & EGM JOIN FORCES FOR A WOLFENSTEIN 3-D CONTEST

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WORLD HEROES

Eight of the world's mightiest warriors have been assembled to challenge your strength. Mow over each and every one to become the champ. In this rendition, all eight characters have special attacks, killer combos, and crushing kicks just like the arcade. There are even features not found in the arcade version like Player vs. Player and three- or five-button controller options. This game sports fantastic graphics and tight control. The option for a regular game or Death Mode is totally intense! See if you can win in both matches to become the best of the best ... or are you scared?

Choose whether you want to compete in a Normal or Death match.



Normal matches are your average way of fighting and Death matches are explained below. Both are a blast to play.



These are the Death matches which take place inside a ring of electricity. If you touch the "ROPES," you get a pretty nice zap and some of your precious energy flies out the window.



Tons of Killer Moves!

This game has tons of moves for you to try to smash your enemies. With the correct timing, you can destroy just about anyone. Practicing helps you to develop your own combos to beat the pulp out of your opponents.



Check out some of these cool fighting techniques!



You have four different levels of difficulty to challenge yourself with.

THE GOOD

The graphics are very good and the control is even better. This is very close to the Neo-Geo version.

THE BAD

The loss of sleep you experience because you've been playing this game until the wee morning hours.

THE UGLY

Watching skeletons fly around the ring from touching the electricity.



You have eight different characters to choose from. Each one has his/her own

strengths and weaknesses. All have special moves that will do more damage than your normal moves.

FACT FILE

WORLD HEROES



MANUFACTURER

SEGA

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

JULY

CARTRIDGE SIZE

16 MB

NUMBER OF LEVELS

N/A

THEME

FIGHTING

% COMPLETE

50%

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Mortal Kombat® for Sega CD™ delivers unrivaled control and lightning fast game play. Kombatants

BIGGER

battle with life-like moves, while animated backgrounds react to every punishing blow! Sega™

BETTER

6-button controller compatibility brings home unbeatable fighting action. Features a music video,

LOUDER

5 tracks from the chart-topping CD and all the digital quality music and sounds of the

MEANER

coin-op mega-hit! It's got the pit - and no codes! Prepare yourself...rated for mature audiences only!



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GENESIS

STAR TREK THE NEXT GENERATION

STAR TREK
THE NEXT GENERATION

FACT FILE

STAR TREK: TNG

MANUFACTURER

SEGA

OF PLAYERS

1

DIFFICULTY

HARD

AVAILABLE

NOW

CARTRIDGE SIZE

16 MEG

NUMBER OF LEVELS

N/A

THEME

ADVENTURE

% COMPLETE

100%

THE GOOD

The whole crew is here! It's just like watching the real series, but you're in charge.

THE BAD

It's very hard to dispose of the Romulan ships in combat. More Federation ships would be nice.

THE UGLY

I thought it only took one shot from the phasers to get rid of a Romulan soldier. Oh yeah, it's only a game.

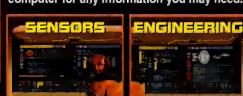


TRANSPORTER



THE ENTERPRISE

The bridge is the heart of the Enterprise. This is where you will be able to control all of the ship's artillery, back-up systems, and communications. Your comrades beside you will advise you in every decision. Check the computer for any information you may need.



SENSORS



ENGINEERING



READY ROOM



COMM CONN



Beam down to the planet to observe. Pick the finest officers for your party.

You will be able to control the battle sequences from here.



TACTICAL



Locate your designated course and travel to that specific planet or solar system.

BATTLE STATIONS!

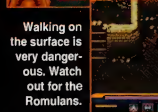


Battling against the Romulans will not be easy. Recharge your shield by escaping their torpedoes and phasers.

People are in danger. You will have to comply to the distress signals.



Romulans trick you and will attack you when you least expect it.



Walking on the surface is very dangerous. Watch out for the Romulans.



SHADOWRUN



Attack Programs allow you to crash the IC (intercept programs).



Medical Programs heal up your Persona module from damage.



Deception Programs trick the IC into believing you have access.



The Joy Of Decking...

If you've got a cyber-deck and a Data Jack you can enter the virtual reality world called Matrix. Here is where you make the big bucks by stealing information. Guarding the good stuff is the IC. You'll have to crash it or fry trying.



MATRIX RUNNING...



FACT FILE SHADOWRUN

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARDRIDGE SIZE	NUMBER OF LEVELS
16 MEB	N/A
THEME	% COMPLETE
ACTION/RPG	100%

THE GOOD

This cart is extremely close to the FASA role-playing system, and it's a good mystery.

THE BAD

The graphics aren't as crisp or clear as I would have liked, and your clients all look alike.

THE UGLY

Going into an abandoned warehouse and being rendered to the bone by ghouls. Where's my Nerps?



If you've got to have the edge, buy the latest in cybernetic enhancements.

CYBERWARE...

Datajack

Jack into the Matrix with this device.

Spurs

Get a punk today with the Spurs.

Dermal Plating

Protect yourself with implanted armor.



Building up your attributes is an important aspect of this game.



CHARACTER ARCHTYPES

A. Street Samurai

The cybered war machine of the future.

B. Decker

The ingenious computer hacker.

C. Gator Shaman

The master of the mystic arts (magic).



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DATA EAST



SUPER NINTENDO
ENTERTAINMENT SYSTEM

MEET WITH CHARACTERS



Keep in contact with other fighters and characters who will give you clues about where to go and how to defeat the enemies. Your main ally in the quest is your robot, Elvis.



Star Quest takes players to the fringes of the solar system in a grim future populated with mercenaries. You must team up with your robot sidekick in a star quest to rid the galaxy of the interstellar villains, Void. To complete your quest, you man your star cruiser and explore over 30 planets in four solar systems while interacting with dozens of characters. Combat the enemies in space and on the planet surfaces as you fire lasers and launch missiles from your combat vehicles in an effort to free the galaxy from the Void.

THE GOOD

The game packs a good blend of action and role-playing which combine hours of solid game play.

THE BAD

Controlling your star cruiser's flight through space using your computer can be imperfect and hazy at times.

THE UGLY

Elvis...? I thought he died a long time ago. Now he's back as your sidekick ... whatever!

STAR QUEST

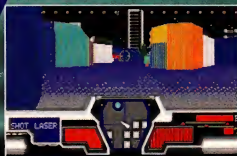


Your first mission is to attack and defeat the Void mothership. Your lasers and missiles are useless against this giant fortress so you have to rely on your ship's shield and use it as a battering ram to penetrate the ship. Once aboard, destroy the smaller enemies, find your star cruiser, and escape before the ship blows!



FACT FILE STAR QUEST

MANUFACTURER	# OF PLAYERS
NAMCO	1
DIFFICULTY	AVAILABLE
MODERATE	JULY
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	N/A
THEME	% COMPLETE
STRATEGY	100%



Once you leave the buildings, you automatically enter your star fighter and are then able to either rummage the city or blast off to another corner of the universe. Your instrumentation panel keeps you up to date on your power levels, weapons, and provides a map to indicate where you are headed.

Use scanners to seek out the hidden keys on the mothership. Without them you can't finish the mission.



These doors open with keys but are often guarded by robots.

Finally! After destroying all the enemies on the mothership, you locate your star cruiser.



A close-up photograph of a person's hand, specifically the fingers, which are covered in a black ink tattoo. The letters 'S', 'T', 'I', 'N', and 'K' are tattooed on the back of the fingers, arranged in a slightly curved line. The skin is fair, and the tattoo is sharp and dark.



GET IN THE GAME

[illegible]

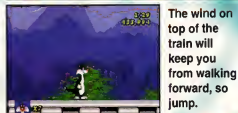
Sylvester and Tweety are up to their old tricks again in this awesome new cart.

Sylvester will do anything to get to Tweety and he usually gets into a lot of trouble while doing it. This game features these two characters in hilarious situations directly from the cartoons. You control Sylvester on his quest to catch Tweety. He has a lot of moves and the game requires you to solve various puzzles. Chase Tweety around the huge levels, stacking boxes, and avoiding the dog, the cat, and even the old lady who are all out to get him. Sufferin' succotash!

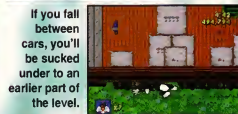
SYLVESTER and TWEETY IN CAGEY CAPERS

MAYHEM EXPRESS

Chase Tweety through an entire train that is traveling at top speed!



The wind on top of the train will keep you from walking forward, so jump.



If you fall between cars, you'll be sucked under to an earlier part of the level.



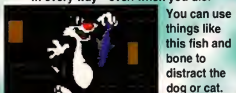
The kangaroo will give you a helpful boost to reach the slippery Tweety bird.



You will finally get Tweety in the last car, but then it's off to the next stage.

AWESOME ANIMATION

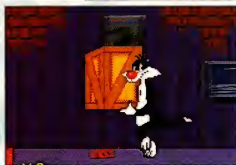
The animation for this game is awesome in every way—even when you die!



You can use things like this fish and bone to distract the dog or cat.



Sylvester is still the sneaky cat that you know from the show.



Stack the boxes to reach the high places where Tweety is hiding.

THE GOOD

The animation and the game play are both top-notch. This is one of the best Looney Tunes carts ever.

THE BAD

The dog will appear and knock down the boxes that you stacked up and then he'll beat you up!

THE UGLY

The look on Sylvester's face when he gets sucked under the train. It's not pretty.

FACT FILE SYLVESTER AND TWEETY

MANUFACTURER

TECMAGIK

OF PLAYERS

1

DIFFICULTY

AVAILABLE

MODERATE

JUNE

CARTRIDGE SIZE

18 MB

NUMBER OF LEVELS

7

THEME

% COMPLETE

ACTION

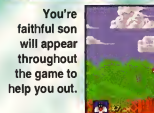
100%

DOMESTIC DEVILS

Chase Tweety through backyards and on the clotheslines and phone wire.



This dog will pound you if he gets the chance. Use a bone or the gloves on him.



You're faithful son will appear throughout the game to help you out.



It's like a high wire act when you have to walk up here. Don't touch the sparks!

BIGGER! MEANER!

FATAL FURY 2



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Nintendo

SEGA
GENESIS



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BIG BEAR

ACTUAL
SIZE

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Video Game Division

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Takara game support is now available in the Video Game Publishers Forum on CompuServe. Type "GO TAKARA" to access this area 24 hours a day.



MARIO ANDRETTI

Racing

Imagine yourself in a stock car, taking turns at 100 to 150 miles an hour. Feel the wind rush by you and the power of the engine roaring under your legs and hands. Experience the realism that is involved in this game.

You get to control everything in this car. If you don't like switching gears, you can race with an automatic car. You also have to really control your car in the turns by watching your speed and countersteering so you don't spin out. The higher you place, the more money you get and the better the items you can buy for your car. Get ready to ride in the fast lane!



This Indy car has a maximum speed of 220 miles per hour. Use the rearview mirror to see where your opponent is and don't let him pass you.



This is the stock car with a max speed of about 180 miles per hour. This screen allows you to look at your car as if you were behind it.

Save your money and buy only the best for your car in order to boost performance.



THE GOOD

This game has a more realistic feel because you actually have to countersteer so you don't wipe out.

THE BAD

Controlling your speed and the countersteering in the turns is really tough to get accustomed to.

THE UGLY

Watching yourself lose first place because you slid out of control in a turn.



You can change your screen to a full view and enjoy the scenic skyline.



This is the sprint car with a maximum speed of about 100 miles per hour.



Try the course out before you race! Andretti gives you hints to help you in the race.



This is the career circuit. You start in the Sprint Circuit and move on to the Stock and then Indy.

Choose the type of car you would like and prepare for heavy duty racing on some tough courses.



In a single race, choose the car you want and then race on the track to see how well you do.

FACT FILE

MARIO ANDRETTI RACING	
MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	JUNE
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
RACING	55%

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NEW LOS ANGELES

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KAREN SUMMERS

Not only is she your girlfriend, but she works with information records too!



The Mayor's daughter is graphically killed by a mysterious drug!



PROFILE: WILLIAM (BLADE) HUNTER

William Hunter was once a police officer, but now works under cover for the mayor of Los Angeles.



OTHER INFORMATION ABOUT HUNTER

William (or "Blade" as he likes to be called) has a girlfriend named Karen who works in the Information possessing center at city hall. She can be quite useful both as an assistant and a close friend.



The setting places you in the distant future, where death and decay have joined hands with corruption, poverty, and unparalleled crime. In a nutshell, life isn't a beautiful choice in this fictitious realm. You take the part of William "Blade" Hunter, who has become part of an ancient prophecy that is about to come true in this fatalistic urban nightmare.

The game is set up in a cinematic choose-your-own adventure style, that leads off into multiple paths and directions sending you deeper into the mystery, and into greater danger as well. The majority of the interaction will take place utilizing actual human voices.

The story line delves deeper as you explore new realms and figure out tough puzzles. Time will pass, and new events will arise.

USE YOUR
VID PHONE

You have a video phone that can leave messages at your disposal.

SIDE-SCROLLING ACTION SEQUENCES



You'll find very few of these in the game, and they last for only a minute or two.

Dragon

A BLADE HUNTER ADVENTURE

WILLIAM HUNTER
KAREN SUMMERS
DANIEL L. LARSEN

FACT FILE
RISE OF
THE DRAGON

MANUFACTURER	# OF PLAYERS
DYNAMIX	1
DIFFICULTY	AVAILABLE
HARD	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
ACTION/RPG	100%

THE GOOD

The story line is extremely intriguing, and the voice actors did a remarkable job with this game.

THE BAD

This game can get quite frustrating when you are trapped by something you didn't do earlier.

THE UGLY

The look on your mother's face when she hears the consistent swearing from the television!

Rise of the
Dragon

YOUR APARTMENT

Everyone has a place to call their own, and you are no exception! Be sure to get your ID card in the Vid Phone slot and the keys for your cabinet from Karen, for there are some special pieces of equipment you will need there.



It may be a rat hole, but it's home! Stop back every so often to check for calls, and be sure to return before 1 a.m. to get some sleep.



PLEASURE DOMES

After receiving orders and a photocopy from the mayor, you must venture into the hostile realm of the Pleasure Domes. Once there, you must locate "The Jake." The best place to look for him is next to the bar.



You will find all kinds of strung-out freaks living it up here. Just be careful not to hurt their pride or they may just hurt you!



As soon as you enter Chen's home, you will find him struggling frantically on the floor as he dies!



ENTER CITY HALL

City hall is open between the hours of 9 a.m. to 5 p.m. You can acquire information from Karen, flirt with the secretary, or have a prolonged talk with the mayor over the ethics of your work. Check back here often.



Here, you can get information from Karen, see the mayor, or try feebly to get into the police armory! Don't forget to check in at the desk!



THE WAREHOUSE

From time to time, cinemas show what is happening within the warehouse near city hall which is mass producing the killer drug. To give yourself more time, blow this pop-stand by placing a charge on the electrics!



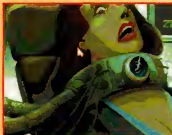
Look through the window to see just what is going on. Near the window is the electrical supply that you can blow up!



Quong's house is an impenetrable fortress. Check within the sewers to see if there is away in.



THERE ARE MANY PLACES TO CHECK OUT. BE ON YOUR GUARD IN LATER AREAS FOR THE UNKNOWN!



DO NOT ADJUST

LOCK ON TO A NEW HORIZON.



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YOUR MAGAZINE



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Dove Dorman
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SUPER LOOPZ

The game play sounds simple...put a few shapes in the right place and complete ten "Loopz" per round. But then there's the time limit to place each piece. (Hmmm...)

Of course if you want to make some real points and get to the bonus levels you need to make big, twisty "Loopz" that have more angles than a con artist.

Oh boy is that lookin' goood! All you need is that one cutesy little piece.

BAM!

Here comes one of those gargantuan pieces that fit in about as well as a growling stomach on a first date.

BOOM!

You thought too long. One chance down and two to go.

Of course you can try the memory game where you start out with a completed loop, and one by one, the game takes the pieces away.

How's your short term memory?

- One or two players—head to head or cooperative
- Four game modes—arcade, standard, challenge, or puzzle
- Variable difficulty which can be different for each player
- Over 20 levels
- Password save feature

FOR THE SUPER NES®

Caution: The Game General has determined that this game may be addictive and take all of your spare time! Don't be alarmed if your entire family is infected as well.

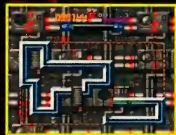
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Available June 1994

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FACT FILE JURASSIC PARK

MANUFACTURER

UNIVERSAL INTERACTIVE STUDIOS

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

MAY

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

N/A

THEME

% COMPLETE

ACTION/PUZZLE

100%

IN THE PARK



The computer shows you where the dinosaurs are inside in the park.



Beware the Velociraptor!



You look over your shoulder and see a Raptor breathing down your neck. Run and hope you can get away. After running through a door, you close it quickly behind you, and hear a thump and a high pitched screech. Success—you have gotten away this time. That is what it is like on this level, where you must trap the Raptor and get out of the building.

Watch out for the Deadly Dilophosaurus Spit!



Man, those dilophosaurus are creepy! Their little shrieks and whistles send chills up and down your spine. Then, they spit this gloopy green goo at you and it hurts. Not only does it hurt, but you seem to lose more and more of your sight every time you get hit with it. All you have is a Tazer, but if you get rid of them all before you go totally blind from the deadly venom, you move on. Watch out or more will pop out. Just remember, they should all be destroyed.

Nedry's Foul Security System Block



Level 1: This is a space invaders-type game. You must shoot all the guys floating on the screen. In order to move to the next level, score 20,000 points.



Level 2: This game is like the classic game Galaxian. Shoot all the guys on the screen and score yet another 20,000 points to advance.



Level 3: Dino Egg'em is like a type of 3-D Breakout. The ball bounces at you and you must bounce it back. Score 20,000 points and move on to the next level.



Level 4: Tricera-stomp is like the old game Tank Assault, where you must drive around and blow up lots of attacking Triceratops.



Level 5: Here is a twist on the classic Asteroids. Fly around and destroy floppy disks. To pass this last level, score 20,000 points and fly into the fan.

THE PLAN:

Dennis Nedry decided to be a pain in everyone's behind and disable the security program. Not only did he disable the security, but he also encoded everything so no one else could enable them for a while. As one of two parts of your objective, you must get rid of Nedry's security block by playing his little games and moving up levels in security. Once you do that, your goal has been reached and you can continue on.



Speed away in your jeep—the T-Rex is right on your tail! If that isn't enough, you must dodge hazardous objects in the road. Try to drive a certain amount of miles to outdistance the T-Rex or you're dead meat!



If and when the T-Rex should capture you, here is what you'll see. So this doesn't happen to you, steer clear of all obstacles and only brake when absolutely necessary.

Jurassic Park is just as frightening to play as it was to watch. This game boasts incredible graphics, sound, and game play. Jurassic Park's head computer wiz Dennis Nedry, in his infinite wisdom, decided that John Hammond wasn't paying him enough money. So Nedry was hired by another company to smuggle viable embryos off the island. In his attempt, an unpredictable storm

messed up his plans and left the island completely off-line. You must get through Nedry's security system and reboot the computer. Plus, save the five people that are trapped throughout the island by taking each one individually to the helipad. Prepare yourself for an incredible visual treat—the dinosaur models that were used in the movie are also used in the making of this game. Can you save everybody in time? If not, they're all dead—even you!

THE GOOD

The graphics are some of the best I've ever seen, and it's Jurassic Park. Need I say more?

THE BAD

The only bad thing about this game is that I now have to go out and buy a 3DO. This game is that good!

THE UGLY

Looking at your car after the T-Rex gets a hold of it. What a pile of junk!



Litil Divil is a very unique game. It has all the aspects of a good role-playing game, but doesn't bore you with all the technical stuff, like keeping track of stats for a whole bunch of characters, tons of text, or huge weapon subscreens. What Litil Divil does offer you is a game that is easy to learn, but is also very

challenging when it comes to completing the many complex puzzles that have to be solved. Search high and low through many areas in order to collect the right items to make it to the next area. The corridors are filled with many traps and pitfalls, so be very careful. Good luck, and above all, have fun!



FACT FILE

LITIL DIVIL

MANUFACTURER

PHILIPS

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

AUGUST

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

N/A

THEME

ACTION

% COMPLETE

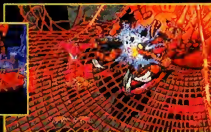
75%



Most of your adventure is spent wandering around the twisted corridors, searching for the many items you need before you can solve the puzzles. Always keep a lookout for any food you might find laying around, and remember not to trust anybody or anything.



Ringling the bell decides whether or not you have the right items in the puzzle.



Your first enemy may be ugly, but he's only an oversized bug.



When you fight the sumo wrestler, make sure not to let him get on top of you or you may never get up again. To beat him, try a pinning combination.



The puzzles get increasingly difficult as you go. Here you must set the three switches in the right direction, so the flames will melt the rope.



Some enemies can only be defeated by special items you can buy in the shop.

THE GOOD

Litil Divil is a great game that can be played by all ages—young or old. Great sound!

THE BAD

The only bad part about this game is that it can be very addictive if you're not careful.

THE UGLY

The little demon, which is supposed to represent evil, is so humorous that he'll have you in stitches.

Litil Divil

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football Coach Of The Year and his

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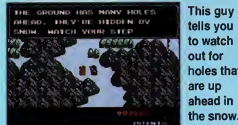
STAR ZODA'S TROPICS REVENGE II

Chapter 1

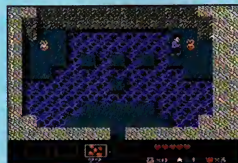


Say hello to Mike, the hero of our story. In the opening scenes, he reminds you of how, in the last game, he saved his uncle and seven space children. At the beginning of this adventure, he gets a message from space that he must go back in time to gather tetrads before Zoda gets them.

Chapter 2



This guy tells you to watch out for holes that are up ahead in the snow.



The hearts will replace life if you have been hit by an enemy.

THE GOOD

This game has an interesting story and I like the fact that there are two different modes of play.

THE BAD

The game lacks good control in the action sequences, which makes it more than a little frustrating.

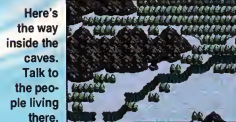
THE UGLY

When you walk into Yum-Yum's cave you see him munching on somebody. Gross!

Zoda's Revenge is the sequel to the very popular game, Star Tropics. Mike is back after the adventure where he saved his uncle the scientist and some space kids. His uncle is trying to crack a special code that gives him a special word. When Mike finds and reads the word, he gets sent on an incredible adventure that teleports him back in time. After the first level, he realizes that this wasn't an accident, but that he has been chosen to face the evil Zoda once again in order to recover block-like creatures called Tetrads. This game has levels that are both RPG and action.



In the hole, play the other perspective of the game. It has more action!



Here's the way inside the caves. Talk to the people living there.

FACT FILE ZODA'S REVENGE

MANUFACTURER	# OF PLAYERS
NINTENDO	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	N/A
THEME	% COMPLETE
RPG/ACTION	100%

This person thinks you are the reliever coming to help.



If you talk to the tool man, Tink, he may give you something useful.



Find out if the painter is trying to tell you something with his drawing.

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Cyclops



Scott Summers: Cyclops has the power to project a ruby-colored beam from his eyes. He needs a helmet made from ruby quartz to control it.

Storm



Ororo Monroe: Storm has the ability to control manifestations of weather—for example, she can create bolts of lightning or cause whirlwinds to form around her. All these can give her an advantage.

Spider-Man



Peter Parker: Spider-Man has super strength, balance, and reflexes, and can stick to walls. The Web-Slinger also has premonition spider-sense and a web-shooter to boot!

Arcade has taken the X-Men hostage and you, as Spider-Man, must rescue them. In your attempt to do this, you are caught. Now Spider-Man, Cyclops, Wolverine, Storm, and Gambit must escape Arcade's play-ground. Grab your GG and don't let go of this action-packed side-scroller. After the first level, you get to choose from all five characters.

Gambit



Remy Le Beau: Gambit can charge any object with kinetic energy, causing it to explode on contact when thrown.

Wolverine



Logan: Wolverine has the power of self-healing and also has unbreakable adamantium claws and skeleton.

THE GOOD

Being able to choose from five characters is truly a nifty feature in this game.

THE BAD

Spider-Man is very hard to get used to controlling because he has so many things he can do.

THE UGLY

Gambit's body is pretty ugly when the wheel that he is being chased by catches and crushes him.

FACT FILE SPIDER-MAN X-MEN

MANUFACTURER	# OF PLAYERS
FLYING EDGE	1
DIFFICULTY	AVAILABLE
MODERATE	MAY
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	16
THEME	% COMPLETE
ACTION	100%



In this first level, you must disarm all the bombs to get to the end. Once you're past them, you may choose other characters.



SPIDER-MAN AND THE in X-MEN Arcade's Revenge

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GEN KICK & PUNCH

Beast Wrestlers

LIFESTYLES

THE POP

Extreme-ly Cool Gear

Bizarre and wonderful things happen when sub-cultures collide. Now comic book collectors and skateboarders have a common ground, and the world is a more interesting place. Extreme studios, already famous for publishing such books as *Youngblood* and *Glory* have created a new line of skateboards. They are all set for distribution in skate and sport shops in 47 countries.

According to Jim Gray, President of ACME Skateboards, the company producing the boards, "We've done hundreds of different designs and these graphics are, by far, the highest quality we've ever put on a skateboard and initial demand for the product has been overwhelmingly strong."

If ACME gets the cool graphics it wants, Extreme is hoping for a slew of new readers. "We're using powerful graphics to attract attention," says Matt Hawkins, promotions and marketing director for Extreme. "All of our ancillary products, like the skateboards, are intended to boost sales for our comic books."

You can try to catch a look at them on MTV's new game show, *Trashed*, at 6:30 weekday nights, where they are being offered as prizes. They might even pop up at your local comic book store, since retailers should be able to order the boards.

Talk About Coming from Nowhere

•The rock group The Knack, who were one-hit wonders in the 1970s with their smash *My Sharona*, made a return appearance on Billboard's Hot 100 at #91 with the same song. The song is part of the *Reality Bites* soundtrack.

Woodstock Revisited?

•After months of red tape, plans were finalized for a 25th Anniversary of the Woodstock Music and Art Fair. The two-day concert event is scheduled for August 13-14 at Saugerties, a rural town in upstate New York near Albany.

If You Gotta Wear a Tie...

All the posters, video games, and Pez dispensers just weren't enough. Sure, they were reminders of the characters we loved, but they had to stay at home. There was always a need to take a part of our wasted childhood with us into the responsible, adult world.

And now you can. Thanks to new licensing agreements, DC Comics has put some of its most popular characters onto ties that will make everyone give a second look, and keep you—or your Dad—from taking life too seriously.

Fashion Corporation of Boca Raton, FL, puts out a line of silk and polyester ties that sell for about \$12.00 and up. For the more style-minded, Famous Neckwear of Montreal has 100% silk ties that start at \$30.00. And for the office fashion-plate, Leeds Neckwear of Concord, Ontario, can put your favorite hero around your throat for a mere \$65.00.

Blockbuster Video Sponsoring Major Video Game Contest

Put on the game face. Get in the zone. And keep those thumbs limber. The first ever World Video Game Championship competition is about to begin.

Blockbuster Video is sponsoring the event with about 2,600 participating Blockbuster stores in the U.S., Canada, the United Kingdom, Chile, and Australia.

The event begins May 16 with the local qualifying rounds. Players age 20 and under can sign up at their local participating Blockbuster for the in-store round of competition. In-store play starts on June 15 and will last three weeks.

Each week of the competition, contestants play a different game in the format of their choice, either Sega Genesis or Super Nintendo Entertainment System. One Sega player and one SNES player with the highest cumulative scores will be crowned store champions and move on to their respective regionals.

In regional competition, some players will go head to head in tournaments. Other players will be entered into a drawing in a statewide pool.

All in all, 200 players will advance to the finals of the World Game Championship to be held in Fort Lauderdale, FL, August 19-21.

Strange but True



CULTURE SOURCE FOR EGM READERS

ASG Introduces the Jukebox of the 21st Century

It's a sight common to any house with video game fanatics. Cartridges.

Cartridges everywhere. In stacks on the floor in front of the TV. Stuck in-between the couch cushions. Thrown somewhere behind a potted plant. They get dusty. They get broken. They get in the way. And why?

Well, you're playing them. People used to have the same problem organizing their music, and for the same reason. Why be committed to an entire side of a Little Richard record when you could suffer an Elvis attack the next second? As any fan of the King will tell you, there's nothing worse than having to sort through your music collection to find the song you need in the middle of an Elvis attack. The solution then was the jukebox, and the solution now is the new Video

JukeBox from ASG Technologies, Inc.

The Video JukeBox is a networked peripheral for use with Sega Genesis, Sega CD, Nintendo SNES, and Atari Jaguar. Each unit holds up to six cartridges and links up to your TV or video game monitor. Access whatever cartridge you want at the touch of a button, and then play any game on that cartridge. Simple. If you have more than six favorite cartridges, the VJ units are designed to daisy-chain to one another. Two units will link together to hold 12 cartridges, three to hold 18, and so on. Access any game you want from a single control. Manufacturer's suggested retail price: \$49.99.

But we can hear the complaints already. "Look, I bought a VJ to reduce the clutter in my home. But now I have a remote for my TV, another for my VCR, and a third for my stereo—not to



mention all the controllers for my video games. I just can't deal with one more little box of buttons."

Well, you could duct-tape everything to the arms of your chair and pretend you're Captain Kirk on the bridge of the Enterprise, or wait for ASG's universal infra-red remote to come to a store near you. It won't

just control a VJ, it will control any game the VJ can play thanks to a built-in game controller dock. And yes, it will work on all the other toys you techno-junkies out there love—TV, CD, VCR, etc. Suggested retail price is \$39.99. ASG Technologies, keeping America free from clutter.

The Mask Coming Soon

He's stylish. He's indestructible. He's charismatic. He's nuts. He has this big green head. He's the Mask, coming to the silver screen through New Line Cinema from out of the pages of Dark Horse comics.

Jim Carrey stars as Stanley Ipkiss. Look for lots of laughs and plenty of action in *The Mask* this summer.



It just ain't right...

Since this book has showed up at our offices, *HERO* editor

Frank Kurtz has gained a keen interest in sandwich preparation—not to mention 25 lbs. "Hey Frank. How about another one of those tasty cream cheese and peanut sandwiches?"





Speculator Market Fueling Downturn

Unless you're in the comic book business you probably haven't heard about the speculator fiasco of the summer of 1993. It is to the comic book industry what October of 1929 was to Wall Street, and the impact is still being felt. Why should you know about it? Because it set a few dangerous trends in motion that, like it or not, will be around for a while. Why should you care? Because it might push some comic books off the shelves of your local comic book store, and might affect the quality and content of those that remain.

Oddly enough, it was the growing success of comic books as a business that set the industry up for a fall. A great deal of attention on TV, in print, and in business circles began to attract investors and speculators, who saw comic books not as entertainment, but as collectibles that could be resold for a quick profit. To many of the speculators, comic books were not a media or an art form, but things to be bought and sold.

Be that as it may, the speculators were a new market. They bought the books in fistfuls—they had to show a decent return on their investment. So the major comic book companies decided to cash in. They began marketing their books to attract speculators. They sold comics in bags. They featured hot artists. They came up with gimmicks like gold foil, die-cut covers, glow-in-the-dark covers, and even holograms. And of course they used all the old tricks: if a title was hot it got a spin-off, if a character was hot he made crossovers (do you remember a couple of months when the Ghost Rider was on the cover of everything?) and devastating, earth-shaking, changing-the-world-as-we-know-it plots. And if the book became a

hit? They put out a second edition. And a third. And then a collected edition. It all climaxed with the death of Superman. And the comic book companies, distributors, and stores made money hand over fist—for a while.

Then the bottom dropped out. The market was saturated, and none of the speculators were making money on what they bought any more. They left, and only then did the comic companies see the damage they had done to themselves. The core market, the regular readers who bought the same book month in, month out, had been leav-

ing in droves while the speculator rage was on. The people who actually went home and read the stories had gotten fed up and decided to spend their money elsewhere. Retailers and distributors were stuck with a glut of unwanted books.

What to do? On your next visit to the comic book store, spend a little time searching shelves. Take a chance on an independent, on a company like Dark Horse, Kitchen Sink, Blackball, or Slave Labor, on a character like Bone or CUD. Buy it and take it home. Not to sell it later, but to read and enjoy.

This month in **HERO** ILLUSTRATED

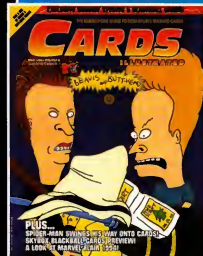
Once you get past the Blackball cover, you'll get instructions on how to write comics. In **HERO** #11, you'll also get a behind-the-scenes glimpse of Superman and Batman's home—



DC Comics, and a visit with **MAD** magazine's Mort Drucker.

This month in **CARDS** ILLUSTRATED

The big news this month in **CARDS ILLUSTRATED** #5, is the launch of MTV's Beavis and Butt-head trading cards from Fleer. You'll also get the inside scoop on the upcoming Batman card set from SkyBox, as well as the latest on Fleer's fantastic Marvel Flair project.



Lion King may Rule the Box Office this Summer

The people at Disney studios have a new animation blockbuster set to take the country by storm this Summer. Following the critical and commercial success of *The Little Mermaid*, *Beauty and the Beast*, and the top-grossing animated film of all time, *Aladdin*, the people at Disney have assembled the vocal talents of James Earl Jones, Matthew Broderick, Jeremy Irons and Whoopi Goldberg, the musical talents of Elton John and Tim Rice, and the academy award winning work of the Disney Animation Studios to bring *The Lion King* to the big screen.

The Lion King is something of a departure for Disney. For one thing, it's based on an original story, rather than an adaptation of a familiar one. For another, this is the first Disney feature that throws out the old rule, "you gotta have a human in there." *Lion King* is a 100 percent talking animal movie. Set on the plains of Eastern Africa, the cast includes brave lions, evil hyenas, wacky wart hogs, wise baboons, and lots and lots of wildebeests—all in an allegory about growing up and accepting responsibilities.

Simba the lion cub is destined to one day lead his people and preserve the "circle of life" or balance of nature. But Simba is young and sees life as all fun and adventure, and spends most of his time playing with Nala, another lion. When Simba's father Mufasa is killed, the evil lion Scar sees a chance at power. He convinces Simba that his father died because of him, and in shame Simba slinks off to the jungle to hang out with a wart hog named Pumbaa

and a meerkat called Timon. But one day Nala—who has grown into a beautiful lioness—tracks him down and explains to Simba that bad times have fallen on the pride, and only he can put things right again. Maybe it's hormones, maybe it's the advice of the baboon shaman Rafiki, or maybe it's just destiny, but Simba returns home for the big showdown with Scar and his hyena flunkies, Shenzi, Banzai, and Ed (Ed?). Along the way are laughs, action and tender moments, all set to music.

The big hype surrounding the Disney movies of the past decade has been the music, and *The Lion King* is no exception. Elton John provides the vocals written by Tim Rice, whose credits include *Evita*, *Jesus Christ Superstar*, and *Aladdin*. There should be some strange stage shows next Oscar night based on their work. Hans Zimmer wrote the background music and introduced authentic African rhythms and instru-

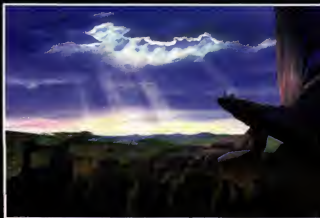
ments into the score. Look for the CD to top the pop charts.

But the real reason for going is the fantastic animation. More than 600 animators worked for three

years to create more than one million drawings. Extensive research in Africa shows through in each background, making the landscape a character in its own right. Like the cave sequence in *Aladdin* and the ballroom scene in *Beauty and the Beast*, *The Lion King* has a set piece that pushes the art and technology of animation to its limits: a wildebeest stampede. If you thought the Gallimimus in *Jurassic Park* were impressive, you need to see this movie.

But the best work that the animators at Disney do is the stuff you never notice; working with a drawing until the audience forgets it's a

drawing, and starts to see it instead as a person. Providing the voices for these characters are some of the top names from film, television, and Broadway. It seems as if the creators came up with a wish list of who they wanted in the film, and the producers had enough clout to make it happen. For the elder lion king Mufasa, who else but James Earl Jones? For a young male lion coming of age in the world like Simba? Matthew Broderick, of course (with Jonathan Taylor Thomas of TV's *Home Improvement* playing the cub Simba). And if villainy has a voice it must be Jeremy Irons (*House of the Spirits*) as Scar.



Tiger the King of the Hand-held Jungle

Hey kids! Remember Quiz Wiz? You know, pop in a cartridge, slip in a quiz book and test your trivia knowledge while driving Mom and Dad insane with the little bleeps? Well it's still out there, and the company that brings it and a wide variety of other games and toys to you is Tiger Electronics.

Tiger started 15 years ago producing electronic games and components, and they are still going strong. The company grew and began putting out its own product line. Now Tiger has licensing agreements with film, television, and video game companies, and produces games and toys based on popular characters. Have you ever been browsing the isles of your local toy store and been boggled by the *Full House* board game? Amazed by the *Saved by the Bell* dolls? Intrigued by the Super Dave Mobile Stunt Center? Tiger is behind them all.

But the cash cows at Tiger are their hand-held electronic games. Completely self-contained with a liquid crystal display, you can find one based on your favorite movie, cartoon, television show, or video game, no matter what your favorite may be. We're serious. They have all the Disney stuff, from *Little Mermaid* to *Aladdin* to the yet-to-be-released *Lion King*—even classics like *Sleeping Beauty* or *101 Dalmations*. Like action movies? They make games based on *Demolition Man*, *Jurassic Park*, and the *Shadow*. Say you're more of a

science fiction fan? They've got *Star Trek*. They've got *Aliens*. Comic book fan? *X-Men*, *Spider-Man*, *Superman*, and lots of *Batman*. Video game junkie? *Sonic 2*, *Street Fighter II*, and new this summer, *Mortal Kombat* (which is looking to be their best seller ever). *Simpsons*? Yup. *Home Improvement*? Yup. *Beavis and Butt-head*? God help us, yes.

Tiger Electronics keeps finding innovative ways to grab your attention. One of their new ideas is talking games, where the characters provide commentary and advice. Another is using, of all things, bar codes. Yes, those things you see at the supermarket check-out counter. Games using the new technology will have a slot where you can fit in a bar code card and make the character get bigger, get faster, or get an extra life. They even supply blank cards so you can cut the bar code off your pack of Twinkies (or whatever), glue it on, slip it into the game, and see what happens. Can you imagine mixing *Sleeping Beauty* with, say, *Jolt* cola?

They're fun, they're inexpensive, and just think how many family car trip disasters could be avoided if parents tossed a few Tiger electronic games to kids in the back seat?



Tiger Electronics just about has the market cornered on cool licenses for its hand-held electronic games. From *Jurassic Park* to *Star Gate*—they got 'em all.



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MIDWAY

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